

## Episode 9 - Undisclosed Title

Jeff Probst: <narration> *Previously* on Survivor... <A dramatic music plays, as the aerial camera rapidly scrolls above a fast-flowing body of water, and then fades out to show the vast jungles>

Jeff Probst: <narration> From the very beginning of the game, two alliances have been battling for control. <Dan, Paloma, and Charlie are shown talking in a jungle area> The first alliance was known as the *Powerhouse*, and included Dan, Charlie, and Paloma. <A close-up view of Paloma is shown>

**Paloma - CONFESSIO**NAL: I know that we can trust each other and we'll, like, be loyal towards each other until the end... <The camera then shows a clip of Marcus and Dan at the tribe swap>

**Dan:** I'm gonna take Jacquie. <A smiling Jacquie can be seen eagerly jogging over to Kota>

Jeff Probst: <narration> When the tribes were switched on Day 12, Marcus and Jacquie joined them.

**Charlie - CONFESSIO**NAL: The five of us definitely plan on going into the *merge* as a solid group of *five*... <The camera then abruptly switches angles to show the **Fang** tribe's flag>

Jeff Probst: <narration> Meanwhile, a separate alliance of villains was formed between Ace, Corinne, Randy, and Ken... <A clip of Ace, Randy, and Ken is shown next>

**Ace:** The three of us all have common *interests*. We don't mind sticking a knife in someone's back, as long as it's not one of *us*... <The camera then shows a close-up view of a devious Ace>

Jeff Probst: <narration> After the swap, they were joined by Crystal and G.C., who were *eager* to find an alliance... <The camera now shows the excited **Fang** members high-fiving each other in a group>

**Crystal:** <talking loudly> I'm telling you right now, we **Fang**! <Randy then nods his head>

**Randy:** We don't need to talk about this *any* more... <The camera scrolls over to a devious Ace>

Jeff Probst: <narration> Ace made the first move against the other *alliance* when he betrayed Paloma's trust and stole a hidden Immunity Idol from her, <A clip of Ace frantically digging under **Fang**'s flag is shown> after she gave him clues. <The camera now shows Ace unearthing the idol>

**Ace:** <to camera> That was not difficult. That was actually quite *effortless*, really. <Ace is shown>

**Paloma - CONFESSIO**NAL: I mean, *yeah*, he deserves a pat on the back for outsmarting me, but <pause> that doesn't mean I won't outsmart him ten times *over*. <The camera scrolls back over to a confident Paloma> Ace is askin' for a *blindside*... <The camera now cuts ahead to show Corinne discretely slipping her hidden Immunity Idol into Ace's bag at Tribal Council>

Jeff Probst: <narration> Ace was then given a second idol when his closest ally Corinne accepted a bribe to leave the *game*, <A delighted Corinne places her torch into the slot in front of Jeff> in a surprise twist... <Jeff can then be seen handing Corinne the stack of \$50 000>

Jeff Probst: <to Corinne> This is *yours*... <G.C. now says "Oh, *damn*!" as Corinne nods her head>

**Corinne:** *Thank* you, Jeff! <There is a prominent sound, before the camera abruptly cuts ahead to show a clip of a grinning Ace holding out both hidden Immunity Idols>

Jeff Probst: <narration> With both idols in his *possession*, the biggest *villain* is *also* the most powerful player in the game... <The music speeds up and becomes more dramatic, as the camera zooms out to show both tribes assembling into groups on their respective mats at the Immunity Challenge>

Jeff Probst: <narration> Last week, the tribes merged, <A few cheers are heard, as the camera shows G.C. tossing his red buff to the ground> and they named themselves **Babongo**... <A rapid clip of the **Babongo** tribe's flag is shown, before the camera cuts ahead to show Marcus and Dan talking>

Jeff Probst: <narration> Right *away*, the two competing alliances went head to *head*. <G.C. is shown>

**G.C. - CONFESSIO**NAL: As it stands *right* now, both tribes are gonna pick someone from the *other* tribe, <A quick clip of Ace is shown> and whichever side comes out on top, you know, comes out with the majority of the *tribe*... <The camera fades out to show the **Fang** members gathered in the hut>

**Randy:** Write down *Dan*, <Randy points to Ken> Dan, Dan... <Crystal nods and says "*Dan*">

Jeff Probst: <narration> Fang targeted Dan, <A prominent drumbeat is heard, as the camera shows a close-up view of Dan> while Kota targeted Randy... <Dan is then shown talking to his tribemates>

Dan: We have to vote for Randy, because Ace may play an idol... <'Tally the Vote' plays, as the camera shows an aerial view of Tribal Council, before fading out to show the Babongo members>

Jeff Probst: <narration> At Tribal Council... <Jeff can be seen revealing votes for Dan and Randy>

Jeff Probst: It appears we're deadlocked. <A dismayed Charlie is shown> We'll now move on to drawing rocks... <Rapid clips of several Babongo members drawing rocks from a bag are shown>

Jeff Probst: <narration> In the end, it was Marcus who picked the purple rock. <The camera focuses in on the purple rock, and then rapidly zooms out, revealing that it is in Marcus' hand>

Marcus: Unbelievable... <The camera shows Ace with a delighted grin on his face>

Jeff Probst: <narration> He became the tenth castaway to leave the game... <Marcus is then shown again, as he places his torch into the slot in front of Jeff>

Jeff Probst: Marcus, the tribe has spoken. <Jeff can now be seen snuffing out Marcus's torch>

Jeff Probst: <narration> With Marcus gone, Fang now holds the majority on the tribe, and the power is already getting to their heads... <The camera focuses in on a stern-looking Randy>

Randy - CONFSSIONAL: Anybody who was wearing a yellow buff 24 hours ago, they're on notice, and <long pause> I can't wait to vote them all off. <A worried Dan is now shown next> Goodbye...

Jeff Probst: <narration> Nine are left. <A wide view of the nine remaining Babongo members is shown> Can the four surviving members of Kota muster a comeback, <Rapid clips of Charlie, Dan, Paloma, and Jacquie are shown, as Jeff pauses> and who will be voted out tonight? <The camera zooms out to show the castaways walking out of the Tribal Council village, as the screen fades out>

**Opening Credits:** 'Ancient Voices of Gabon' begins to play, as the camera shows a close-up view of the blazing sun shining down on the African grassland, and then abruptly cuts ahead to show a circle of silhouetted tribal dancers. A hippo can be seen emerging from the water and opening its mouth widely, before the **Survivor: Gabon** logo flashes onto the screen for a quick second. Two elephants are shown tromping side-by-side, before the camera shows an aerial view of a grassy cirque. The words "**18 Castaways**" now appear, as the camera shows a rapid clip of the nine **Fang** tribe members hiking through the grasslands. A fast-forwarded view of the sky is shown, as the clouds rapidly shift around a lone tree and day turns to night. The words "**39 Days**" appear on the screen, as the camera cuts ahead to show the starry night sky, and then abruptly cuts ahead to show a quick clip of a tribal mask. The camera shows a darkened view of the spooky Tribal Council village and scrolls across many shadowy figures and burning torches. The words "**1 Survivor**" appear on the screen, as the camera shows the silhouette of a castaway standing alone in front of a traditional African hut and holding up a torch triumphantly. Many rapid and indistinguishable images continue to flash onto the screen, before the camera shows the **Survivor: Gabon** logo and focuses on it for a few seconds. The theme music finishes, as the screen fades out.

### **Babongo Tribe - Night 21**

<'Island Ritual' plays, as the infrared camera shows a fast-forwarded view of the starry night sky, and then fades into a clip of a crocodile half-submerged in the murky lake waters. A clip of the nine remaining **Babongo** members returning back to their camp is then shown>

**G.C.:** Thank *God* for another three nights... <Ken is heard saying "*Wow*," as the castaways can be seen setting their torches against their hut and someone says "I wasn't expecting that">

**G.C. - CONFESSIOAL:** We had our first Tribal Council as the merged tribe tonight, and the vote was a five-five *tie*, <The infrared camera shows a view of Crystal> so everybody had to pick a colored rock and Marcus ended up goin' *home*... <Dan is then shown next>

**Dan:** I thought I was *gone* tonight... <Randy is now shown with a stern look on his face>

**Randy:** <to Dan> Only a matter of time. <The camera switches angles to show Dan with a slight smile on his face, as he replies "*We'll see*">

**G.C. - CONFESSIOAL:** <continued> Fortunately, my alliance was lucky enough to come out on top, <Both G.C. and Ace are shown, as G.C. says "*We're a lucky bunch*"> so I think this is *great* right now; you know what I mean? I feel like I'm in a really good position, and if my plans work out with Ken, I'll definitely be here 'til the Final Five, if not *beyond* that... <Crystal can now be seen walking over to several of her tribemates, as indistinct conversation is heard>

**Crystal:** <excitedly> *Hey*, y'all; we made the *jury*! <Charlie is shown with a somber expression on his face, before the camera goes back to G.C again>

**G.C.:** Don't look so *sad*, Jacquie... <The infrared camera shows Jacquie sitting by the fire>

**Jacquie:** <to G.C.> No, *I'm* not... <Jacquie says "*I'm fine*," as the camera shows her>

**Jacquie - CONFESSIOAL:** I'm a little sad because Marcus had to leave tonight. <Dan is then shown sitting beside Jacquie> I mean, I definitely *respected* him, but <pause> somebody always has to *go*, and I *really*, really wish it was somebody from **Fang**... <laughs> <The camera now shows a clip of Paloma pouring beans into a pot>

**Paloma:** Are we cooking just *beans*? Or beans with *rice*? <Ace is then shown next>

**Ace:** <to Paloma> I say just beans. <Jacquie asks "*Really?*"> I mean, I don't see any reason to *mix*... <The camera then zooms out to show a wide view of several castaways again>

**Jacquie - CONFESSIOAL:** The last three Tribal Councils, I've lost all of my *alliance* and I'm definitely scared that Randy's gonna want me off because I didn't vote the way he wanted. <An eerie sound is heard, as the camera shows a glaring Randy> I mean, I always thought that, after Marcus, I was gonna be *next*, <Jacquie is then shown eating a scoop of beans> and Randy can definitely make that happen. <long pause> *I don't feel safe at all*... <A prominent drumbeat is heard, before the screen abruptly fades out>

### **Babongo Tribe - Day 22**

<An African chant is heard, as the camera shows a view of the red-orange sun rising over the vast grassland. The camera now shows a family of elephants parading through the savannah, before fading out to show the Babongo tribe's flag. Several castaways are shown lounging around the hut, before the camera zooms in on G.C., who begins to rap for his tribemates>

G.C.: *Yo, yo, yo, yo, yo;*

*Babongo here; we're in Gabon.*

*The days are long, but we have some fun.*

*Survivin' here ain't always good*

*But it beats life back in the hood.*

<G.C. continues rapping in the background, as the camera abruptly switches angles to show a clip of Randy, Ken, and Ace talking in a group by the lake>

Randy: We're top nine, soon to be top five... <The camera then zooms in on Ace>

**Ace:** <to Randy> Soon to be top *three*! <Ken repeats “Yeah, soon to be top *three*,” before the camera focuses back in on Randy for a few seconds>

**Randy:** <to Ace> I like what you’re thinking... <The camera continues to show Randy>

**Randy - CONFSSIONAL:** **Fang** won out last night at Tribal Council, and right now, there’s five of us: <short pause> Ace, Kenny, Crystal, G.C., and myself. <A wide view of the three **Fang** members is shown, before the camera shows a view of Crystal> We have an *alliance*, so this should be a piece of cake. <G.C. is then shown rapping to Dan and Charlie> We should be able to knock out all the remaining members of **Kota** one by one, and control the game... <The camera now goes back to Randy, Ken, Crystal, and Ace again>

**Randy:** We have another twelve, *thirteen* days to not even worry about. <Crystal nods her head, as she says “This is for *real*”> I mean, I’ll lay out the rest of the game right now: <short pause> it’s Dan, Charlie, Paloma, *Jacquie*, <Rapid clips of each of the **Kota** members are shown, as Randy pauses> in that order... <A devious Ace is then shown next>

**Randy - CONFSSIONAL:** In *Crystal’s* eyes, Crystal and G.C. are number 1 and number 2. <A quick view of G.C. and Dan talking is shown> in Ace’s eyes, Ace and *Kenny* are probably number 1 and number 2. <The camera goes back to Ken> But, <long pause> in *my* eyes, I’m number 1, Kenny’s number 2, and <pause> to be perfectly honest, that’s all that matters to me... <A high-pitched tribal chant is heard, as the camera shows the **Babongo** tribe’s flag, and then cuts ahead to show Ace, Ken, and Randy talking in the shallow lake waters>

**Ace:** I haven’t had hair on the top of my head in *years*. <Ace runs his hand along the top of his head> I mean, it’s [inaudible], but you can feel it on the top. <Ken is then shown next>

**Ken:** <to Randy> This is the first time I’ve had, like, an actual *beard*... <Ken now rubs the hair along his chin and on the side of his face, before Randy is shown laughing>

**Randy:** Kenny’s finally a *man*... <The camera continues to show Randy for a few seconds>

**Randy - CONFSSIONAL:** I went through most of my life without a lot of friends, and <short pause> I could see myself remaining good friends with a couple of these people past this game, especially *Kenny*. <Ken is now shown, as he says something to Randy> You know, um, there’s a heart in there *somewhere*. It might be a couple sizes too small, but that’s what tragedy *does* to you. <Another close-up view of Randy is shown> I’ve had a tough 49 years, and you know, I *like* these people, but <long pause> a million dollars is still worth more to me than any of their *friendships*. <A prominent drumbeat is heard, before the screen fades out>

## Reward Challenge - Stepping Up

<A dramatic music plays, as the overhead camera flies above a grassy valley where a wooden structure with nine incomplete ladders leading up to the top of the platform can be seen. The camera rapidly zooms around the structure, and then cuts ahead to show Jeff>

**Jeff Probst:** <talking loudly> Come on *in*, guys! <The camera switches angles to show a wide view of the nine **Babongo** members walking in to the challenge area



and then assembling into a group on their blue tribal mat. Rapid clips of both Jacquie and Dan are shown, before the camera scrolls over to Randy and Charlie, and then cuts back to Jeff again>

**Jeff Probst:** Alright; <short pause> you guys ready to get to today's Reward Challenge? <The camera shows several castaways, as they respond with an enthusiastic "Yes!">

**Dan:** You *know* it... <Dan is shown smiling and nodding, before the camera returns to Jeff>

**Jeff Probst:** It is *extremely* simple in design and execution, <The camera shows a close-up view of Randy> but it is *designed* to show you where you *stand* in this new tribe. <Crystal and Jacquie are then shown, before the camera goes back to Jeff>

**Jeff Probst:** Here's how it *works*: <short pause> Behind me are nine colored *ladders*; <The camera now scrolls across each of the colored ladders, which are all missing rungs> one for *each* of you. <A close-up view of Ace's nameplate is now shown, before the camera fades out to show Jeff again> In *front* of you are six rungs. <A pile of green ladder rungs is then shown next> One at a time, you'll take two rungs, <A male castaway's hand is then shown, as he reaches down and grabs a blue rung> come up, and place those rungs into two *different* tribe members' ladders. <A clip of a female castaway placing an orange ladder rung onto another castaway's ladder is shown, before the camera returns to Jeff> Only other rule: <Paloma is shown listening intently> You *cannot* place a rung into your own ladder. <Charlie is then shown, as he subtly nods his head> First person to have their ladder completed with *six* rungs and climb to the top <A rapid view of a completed ladder is shown> wins Reward. <The camera scrolls across each of the **Babongo** members, and then focuses back in on Jeff again>

**Jeff Probst:** Wanna know what you're playin' for? <An anxious Crystal is now shown>

**Crystal:** Yes! <laughs> <Ken can be heard saying "Yes, we do," as Jeff is shown again>

**Jeff Probst:** The winner of today's challenge will be taken on a four-hour African *safari*. <The camera shows Charlie widening his eyes, as excited gasps and awes are heard> This is a great opportunity to see, up-*close*, the spectacular *wildlife* that Gabon has to offer. <Crystal is shown nodding her head> You will then enjoy a barbeque *feast*: <G.C. is then shown smiling, as he says "I'm *hungry*!"> hamburgers, hot dogs, all the fixings. <The camera now shows a view of Ace, before going back to Jeff> You'll return to camp tonight. <A close-up view of a thoughtful-looking Randy is then shown next>

**Jeff Probst:** In addition, the winner of today's challenge will send one person to *Exile*. Here's how it works now that this is individual: <short pause> the Comfort twist remains in play. <A close-up view of Dan is shown, as he listens intently> If you opt to take that Comfort, you'll receive an *individual* disadvantage at the next Immunity Challenge. <Crystal is then shown staring into the distance> So you have to decide: how *valuable* is Immunity to you? <A wide view of several **Babongo** members is then shown, before the camera returns to Jeff>

**Jeff Probst:** Make *sense*? <A thoughtful-looking Jacquie now nods her head>

**Jacquie:** *Yeah*... <Jeff is then shown again>

**Jeff Probst:** *Alright;* <short pause> we'll get started... <The music speeds up, as the camera switches to an overhead view of the challenge area. A fast-forwarded view of the sky is then shown, before the camera fades out to show the castaways standing in front of their rungs>

**Jeff Probst:** You guys ready to get to it? <Ken nods his head and says "Yes"> Randy, you're up first. <A close-up view of Randy is now shown, as he steps forward and picks up two red ladder rungs. The camera then cuts back to the other eight **Babongo** members>

**Jeff Probst:** <narration> Randy heading over to Kenny. <Randy is shown again, as he places his first rung onto Ken's ladder. Dan is then shown nodding his head knowingly, before Randy walks over to Crystal's ladder and places his second rung onto it. Crystal is then shown widening her eyes in surprise, as she turns towards G.C.>

**Crystal:** *Thank you, Randy!* <laughs> <A wide view of all nine castaways is shown next>

**Jeff Probst:** <narration> Kenny and Crystal on the board with one. <Randy returns to his spot, as the camera shows a close-up view of G.C., and then scrolls over to Jacquie>

**Jeff Probst:** Jacquie... <Jacquie is now shown grabbing two orange ladder rungs, before the camera cuts ahead to show her placing her first one onto Paloma's ladder>

**Jeff Probst:** <narration> Jacquie puts *Paloma* on the board. <Another rapid view of a smiling Paloma is shown, before the camera switches angles to show Jacquie placing an orange rung onto Charlie's ladder>

**Jeff Probst:** <narration> Charlie's now in the game. <Charlie is shown with an excited look on his face> First person to have a complete ladder of six rungs wins Reward... <The camera now focuses on Crystal, as she steps forward and picks up two gray ladder rungs>

**G.C.:** *Alright, Crystal...* <The camera now turns to Jeff>

**Jeff Probst:** <narration> Crystal got a rung from Randy; <A quick view of Randy is shown, as he nods> gonna return the *favor*. <Crystal can be seen placing her first rung onto Randy's ladder. She then walks over to G.C.'s ladder and gives him her second ladder rung>

**Jeff Probst:** <narration> Everybody on the board now except Jacquie, Dan, and Ace... <Ace is shown raising his eyebrows, before the camera cuts back to Jeff>

**Jeff Probst:** Alright, Kenny; you're up. <A clip of Ken picking up two black ladder rungs is shown> Where is he gonna *go*? <Ken is now shown placing his first rung onto G.C.'s ladder>

**Ken:** <talking aloud> *One...* <The camera then shows G.C. nodding his head, before Ken places his second rung onto Ace's ladder. He can then be seen returning to his spot>

**Jeff Probst:** <narration> G.C. leads with two; <Another view of G.C. is shown> Jacquie and Dan with none; <The camera now zooms out to show the entire **Babongo** tribe> everybody else with one... <Jeff is now shown again>

**Jeff Probst:** Charlie... <A quick view of an expressionless Jacquie is shown, before the camera cuts ahead to show Charlie picking up two green ladder rungs. He then walks over to Dan's ladder, and gives him his first rung>

**Jeff Probst:** <narration> Charlie gives *Dan* his first rung... <Dan is shown smiling, before the camera switches angles to show Charlie placing his second rung onto Paloma's ladder>

**Jeff Probst:** <narration> Charlie gives Paloma a little "*Thanks...*" <Paloma is then shown>

**Paloma:** <excitedly> *Yeah!* <laughs> <The camera shows Charlie returning to his spot with the other castaways, and then turns back to Jeff>

**Jeff Probst:** Here's where we're at: <A wide view of the nine castaways is shown> Paloma and G.C. in the lead with *two*. <The camera now shows rapid close-up views of both G.C. and Paloma> Randy, Crystal, Kenny, Charlie, Ace, and Dan with one. <Dan is now shown listening intently> Jacquie, still with none. <The camera now cuts back to Paloma>

**Jeff Probst:** *Paloma...* <Paloma can be seen stepping forward, and picking up two yellow rungs. The camera then scrolls across each of the ladders, before going back to Paloma>

**Jeff Probst:** <narration> Who do you want to give the Reward to, <Charlie is shown> and who do you want to take it away from? <The camera then shows Ace, before switching angles to show Paloma giving her first ladder rung to Jacquie>

**Jeff Probst:** <narration> *Everybody* now on the board. <Jacquie is shown with a relieved smile on her face, before the camera returns back to Paloma again. Paloma is shown placing her second rung onto Charlie's ladder, as the camera shows Charlie smiling>

**Jeff Probst:** <narration> Charlie, Paloma, and G.C. in the lead with two rungs. <G.C. is shown looking towards Paloma and Charlie, before the camera scrolls back over to Jeff>

**Jeff Probst:** <narration> G.C., you're up... <The camera continues to focus on G.C., as he steps forward and grabs two purple ladder rungs. The camera now cuts ahead to show G.C. putting his first rung onto Crystal's ladder>

**Jeff Probst:** <narration> G.C. gives Crystal her second rung; <G.C. is then shown placing his second purple rung onto Ken's ladder> and Kenny *his* second rung... <An overhead view of the entire challenge area is now shown, as G.C. can be seen returning to his spot>

**Jeff Probst:** Ace, you're up... <Ace is now shown, as he bends down and picks up two white ladder rungs. Ken is then shown, before the camera switches angles to show Ace placing his first rung onto Randy's ladder>

**Jeff Probst:** <narration> Ace going for Randy <Ace now walks over to Ken's ladder, and places his second white rung onto it> and *Ken*. <Ken is shown raising his eyebrows>

**Ken:** *Thanks, Ace!* <The camera then goes back to Jeff again>

**Jeff Probst:** <narration> *Ken* now in the lead with three rungs. <A close-up view of Randy is now shown, as he stares ahead> Alliances could not be more *clear* at this point... <The camera rapidly scrolls across the **Babongo** members, before zooming back in on Jeff>

**Jeff Probst:** Ace, are you *surprised* by that? <Ace now rejoins his tribemates its line>

**Ace:** It's not *unexpected*, quite honestly. <Dan can be seen shifting his expression> I mean, last Tribal Council really showed where everyone stood in terms of *alliances*, so there's nothing really to be *secretive* about... <Another view



of Jeff is then shown next, as he gives a subtle head nod of acknowledgment. Dan is then shown again>

**Jeff Probst:** <narration> Dan, <pause> *last* in the first round... <Dan can be seen picking up two blue ladder rungs. He then walks over to Charlie's ladder, and places a rung onto it>

**Jeff Probst:** <narration> Dan heads over to *Charlie's* ladder; <short pause> gives him his third rung. <The camera now cuts ahead to show a clip of Dan placing his second blue rung onto G.C.'s ladder. G.C. is then shown looking surprised, as a prominent sound is heard>

**G.C.:** Whoa, *thanks* Dan! <Dan is now shown returning to his spot, before the camera focuses back in on Jeff for a few seconds>

**Jeff Probst:** <narration> At the end of the first round, <The camera then shows a view of the nine **Babongo** members> G.C., Charlie, and Kenny lead with three; <Quick close-up views of the three castaways are shown> Randy, Crystal, and *Paloma* have two rungs; <The camera now shows a wide view of the three castaways, before switching angles to show Ace> Ace, Jacquie, and Dan <A rapid view of Jacquie is shown> at the bottom with one. <There is a prominent drumbeat, as the camera rapidly scrolls back over to Randy>

**Jeff Probst:** <narration> Second round: <short pause> Randy, you're up... <Randy is now shown picking up another two red rungs. The camera then cuts ahead to show him placing the first rung onto Ken's ladder>

**Jeff Probst:** <narration> Randy back to Ken. <Ken can be heard saying "How nice"> Kenny now leads with *four*. <A clip of Randy placing his second red rung onto Ace's ladder is shown next> Ace now on the board with *two*. <Ace is shown smirking. Randy is then shown returning to his spot, before the camera scrolls over to Jacquie>

**Jeff Probst:** *Alright*, Jacquie. <A wide view of the other eight **Babongo** members is shown, before Jacquie is seen picking up another two orange rungs>

**Jeff Probst:** <narration> I gotta *say*, Jacquie, you don't seem to be getting a lot of love in this challenge... <A concerned Jacquie can now be seen looking towards Jeff>

**Jacquie:** It's *weird*. Like, ever since last *night* I kindof feel like I've been on the outskirts... <A quick view of Charlie is shown, as he shakes his head. Jeff is then shown again>

**Jeff Probst:** <to Jacquie> Which is what makes each *decision* all the more important... <The camera continues to focus on Jacquie, as she says "I *know*." She then places her first rung onto Randy's ladder, and then walks over to Dan, giving him his second rung>

**Jeff Probst:** <narration> *Interesting*. <Jacquie now returns to her spot> Now it's starting to shake up a bit... <A view of the entire **Babongo** tribe is shown, as Crystal steps forward>

**Jeff Probst:** Let's see where *Crystal* goes... <Crystal can now be seen picking up her next two gray rungs, before the camera cuts ahead to show her giving her first rung to G.C. An eerie shift in the music occurs, as the camera shows G.C. staring into the distance>

**Jeff Probst:** <narration> G.C. is now tied up for the lead with *Ken*. <Crystal places her second rung onto Ace's ladder, as the camera switches angles to show a close-up view of him>

**Jeff Probst:** <narration> Kenny, you're up. <The camera zooms in on Ken, as Jeff turns to him> Just two rungs away from winning *Reward*... <Ken steps forward and adjusts his buff>

**Ken:** *Yep*... <Ken grabs another two black rungs, as the camera switches to an overhead view of the challenge area. He can then be seen placing his first rung onto Crystal's ladder>

**Jeff Probst:** <narration> *Crystal* now back in it with three. <Crystal is shown smiling>

**Crystal:** *Thanks*, Kenny! <laughs> <Ken is now shown placing his second rung onto Randy's ladder, as the camera switches angles to show Jeff again>

**Jeff Probst:** <narration> Ken puts *Randy* in a three-way *tie* with himself and G.C. for the lead...

**Jeff Probst:** *Charlie*, you're up... <The music speeds up, as the camera shows Charlie picking up his next two green rungs, and then scrolls across the nine semi-complete ladders. A contemplative Charlie is then shown walking forward and looking around>

**Jeff Probst:** <narration> Big Reward on the line: <short pause> African safari, nice barbeque, hot dogs and hamburgers... <Charlie gives his first ladder rung to Paloma, before the camera cuts ahead to show him placing his second rung onto G.C.'s ladder>

**Jeff Probst:** <narration> G.C. is now just *one* rung away from winning Reward... <A close-up view of an uneasy Ken is shown, before the camera scrolls over to Paloma>

**Jeff Probst:** <narration> *Paloma*... <A mysterious shift in the music occurs, as the camera shows a thoughtful Paloma stepping forward, and grabbing her next two yellow ladder rungs>

**Jeff Probst:** <narration> This could *do* it...<The music becomes more dramatic, as Paloma walks over to G.C.'s ladder and places her yellow rung onto it, giving G.C. his sixth rung. The camera then cuts back to Jeff, who is standing at the top of the platform>

**Jeff Probst:** <shouting> Just like that, *G.C.* wins Reward! <A grumbling Randy is shown tensing his expression, before the camera shows G.C. grinning>

**G.C.:** *Thank y'all*... <laughs> <The camera shows a close-up view of a delighted Crystal>

**Jeff Probst:** <to G.C.> Come on *up* here! <A wide view of the clapping **Babongo** tribe members is now shown, as the camera cuts ahead to show an excited G.C. running up to the top of his now-completed ladder. A prominent drumbeat is heard, as the camera shows a quick view of a tense-looking Ace, and then cuts back to Jeff and G.C.>

**Jeff Probst:** <to G.C.> Your Reward is pretty nice: <short pause> African safari, nice afternoon barbeque; <Crystal is now shown with a look of anticipation on her face> should be a nice little *break*. <Another view of Jeff is shown> Choose two people to go with you. <The camera scrolls across the eight other **Babongo** members, before turning back to a thoughtful G.C.>

**G.C.:** I'm gonna take *Jacquie* and *Kenny*... <Jacquie is shown with a surprised look on her face, before the camera switches angles to show both Ken and Crystal>

**Jeff Probst:** *Alright*; <short pause> Jacquie and Ken, take a spot next to G.C. <Crystal can then be seen shifting her expression, as an eerie sound is heard>

**Crystal - CONFSSIONAL**: When G.C. won the Reward, I *did* feel like he should've picked me to go on Reward *with* him. <The camera now shows a wide view of the challenge area, as Ken and Jacquie walk over to G.C.> I mean, Kenny, *okay*, you know, I can understand Kenny, <Ken says "Thank you, G"> but *Jacquie*?! <Jacquie is now shown smiling> But, <long pause> if that's his choice, that's his choice... <The camera then goes back to Jeff again>

**Jeff Probst**: Alright, G.C.; <short pause> you have one other big decision to make. Who're you sending to Exile? <Another close-up view of G.C. is shown, before he points towards Dan>

**G.C.**: *Dan's* gonna go to Exile. <There is a prominent drumbeat, as the camera shows Ace with a slight smirk on his face and then switches angles to show Dan looking down at the ground. Dan then looks up, before the camera goes back to Jeff>

**Jeff Probst**: Dan, get your stuff. <Dan can be seen grabbing his bag and then walking over to Jeff> Here is a *map*... <Jeff now holds a map out to Dan, before Dan takes it from him and continues to walk out of the challenge area. Jeff is then shown again>

**Jeff Probst**: <to Dan> You *will* return in time for the next Immunity Challenge. <Dan is shown walking in the distance, before the camera cuts ahead to show Randy>

**Randy - CONFSSIONAL**: I think Dan going to Exile is *perfect*. Hopefully he has a *horrible* two nights and it continues to weaken him. <A wide view of the five **Babongo** members is then shown next> You know, *he* knows his days are numbered, and <short pause> I'll make *sure* of it... <The camera now shows another view of Jeff>

**Jeff Probst**: Alright, guys; <short pause> sadly, I got nothing for *you*. <Charlie is shown with a pensive look on his face> Grab your stuff; <short pause> head back to camp. <A wide view of the five disappointed **Babongo** members walking out of the challenge area is shown, before the camera zooms in on Crystal and then switches angles to show Jeff again>

**Jeff Probst**: Have a great *time*. <G.C., Ken, and Jacquie are shown> Head on out. <The three joyful castaways are now shown walking out of the challenge area, before the camera switches to an aerial view of the grassy valley. The screen then fades out>

## **Exile - Day 22**

<A mysterious tribal chant is heard, as the camera shows a clip of two motionless hippos poking their heads out of the water, and then abruptly switches angles to show an aerial view of the wooden hut on Exile. Dan is now shown walking up the grassy path towards Exile>

**Dan - CONFSSIONAL**: G.C. won the Reward Challenge today, and <short pause> he chose me to go to Exile. <Dan is shown standing outside of the luxurious hut> My decision is to *not* take Comfort because coming out here is *already* a disadvantage, you know, just in itself. <The camera then shows a view inside the hut, before cutting ahead to show the wooden apple> I don't know how much *more* of a penalty I can take for the Immunity Challenge, but <long pause> I'm hoping that maybe I'll be surprised and there'll be another *idol*. That would

make this trip out here worthwhile... <Dan is then shown at a wooden stand, as he unrolls the piece of parchment marked "Clue #6" and begins to read it aloud>

**Dan:** *Search back at your camp, you can and you should;  
Under two legs that are made out of wood.*

**Dan:** This is *ridiculous*! These are all the same *clues*... <Dan folds the piece of parchment up again and then sets it back down on the stand>

**Dan - CONFESSIOAL:** There's *no* possible advantage to being on Exile right now. <A disheartened Dan is shown sitting down outside the hut> There's no idol. I have *no* food. You know, just the *physical* pain and the mental anguish, everything is magnified three, four, five times as terrible as it would be back home, <Dan is shown looking at a scrape on his forearm> and <long pause> I have to keep my mind in the game because I need this Immunity. <The camera continues to focus on an uneasy Dan for a few seconds>

**Dan:** <talking aloud> *Comfort*... <Another view inside of the wooden hut is shown next>

**Dan - CONFESSIOAL:** <continued> Coming to Exile without a doubt ranks as one of the worst experiences of my life. <Dan is then shown again> I definitely *wouldn't* want to come right back... <laughs> <The screen abruptly fades out>

## **Babongo Tribe - Reward**

<'Rejoicing' plays, as the camera shows a view of the bright blue sky, and then fades into an overhead view of the vast African grasslands. The camera rapidly flies above the savannah for a few seconds, and then cuts ahead to show G.C., Jacquie, and Ken walking towards an open-top vehicle with a man standing at the back of it to greet them>

**Dr. Lee:** *Welcome*. <Jacquie is shown smiling anxiously> I'm Lee White; I work for the Wildlife Conservation Society... <Dr. Lee can then be seen shaking G.C.'s hand>

**G.C.:** My name's *Danny*. <The camera continues to focus on the three **Babongo** members>

**G.C. - CONFESSIOAL:** I just won a Reward Challenge. It was *great*, man. <Dr. Lee is now shown shaking Ken's hand, as he says "Ken"> I mean, we won this safari and barbeque. <A view of Jacquie is now shown, as she says "My name's Jacquie"> The Reward Challenge was for other members of the tribe to help you get to the top of your ladder, and it definitely feels good to win, <The castaways now climb into the back of the vehicle> but at the same time, you know, maybe it's gonna make them think that I'm too *popular*, you know, in, in the tribe... <A prominent drumbeat is heard, as the music speeds up and the camera shows the wheels of the vehicle beginning to drive ahead. G.C., Jacquie, and Ken are then shown again>

**G.C.:** Oh, this is so *crazy*! A *safari*, bro... <laughs> <An astonished Jacquie is shown next>

**Jacquie:** Oh my God, it's so beautiful! <The camera then zooms back in on Ken>

**Ken - CONFESSIOAL:** Oh my *God*. The Reward was *amazing*. You know, you get so used to living on just one little lake in *Gabon* for 24 days, <Another view of the three **Babongo** members is shown> so <pause> we don't really get to see much stuff besides what's at our camp, but <long pause> out here, it's completely

*different.* <The camera now switches angles to show a warthog sniffing the ground> There's animals, like, 360° around... <Several antelope are shown grazing in a grassy area, before the camera cuts back to G.C.>

**G.C.:** See it? <G.C. can be seen pointing to a leopard lying on the ground> Just kickin' it, you know? Just chillin'... <laughs> <'Jubilant' plays, as the camera shows a front view of the open-top vehicle driving through the savannah, and then cuts ahead to show a family of elephants>

**G.C. - CONFESSIOAL:** Right out of the gate we saw a family of elephants, which was definitely *cool*... <Jacquie is now shown looking on in amazement, as she says "Oh my God">

**Dr. Lee:** There's something like 60 000 elephants in Gabon, <Another view of the group of elephants is shown next> so it's one of the biggest herds of elephants left anywhere... <The camera now goes back to Ken, G.C., and Jacquie>

**Ken:** These are big, big animals... <Dr. Lee is then shown pointing to the largest elephant>

**Dr. Lee:** The mother's the big one at the back left... <A close-up view of the mother elephant is shown, before the camera scrolls back over to a wide-eyed G.C.>

**G.C. - CONFESSIOAL:** <continued> Oh, *man*! I was scared and happy at the same time. I mean, I didn't know if an elephant was gonna charge or what, <laughs> <A front view of an elephant is shown, as it makes a trumpeting noise> but you know, back at camp, it's mostly just at *night* you hear a lot of noises. <The camera shows G.C. watching the elephants> Me and Ken *did* see a monkey one morning, but <pause> most of the time you can't see anything out there... <The camera now shows a side view of the vehicle, as it is driven through muddy terrain alongside a nearby body of water. Dr. Lee is now shown again>

**Dr. Lee:** Hippo tracks there; [inaudible] four toes... <A close-up view of a hippo track in the mud is shown, before the camera scrolls back over to Jacquie>

**Jacquie - CONFESSIOAL:** I think probably the most *incredible* thing I saw was this one hippo because we were so close, <A hippo is shown half-submerged in the swampy water> and *it* opened its mouth, <The hippo is now shown opening its mouth widely> and <short pause> *wow*... <laughs> <Jacquie is shown with a surprised look on her face>

**Jacquie:** Look at his *teeth*! <laughs> <G.C. can be heard exclaiming "That's *insane*">

**Jacquie - CONFESSIOAL:** <continued> The whole thing was so *surreal*. I mean, I feel like we saw everything under the sun, and <short pause> I can definitely understand why they call it "Eden" out here because it's so *gorgeous*. <A view of a herd of forest buffalos is shown> It was a *really* cool experience, and I'm thankful to G.C., for *sure*... <The screen now fades out>

## **Babongo Tribe - Day 22**

<'Eternal' plays, as the camera shows an overhead view of the Gabonese jungles, and then abruptly fades out to show the **Babongo** tribe's flag. A clip of a blue bird perched on a branch is shown, before the camera cuts ahead to show Ace and Randy walking towards the lake>



**Randy:** <to Ace> What the hell's going on with G.C., dude? <The camera now zooms in on Ace, as he says "I'm glad I'm not the only one who thought that outcome was *interesting*...">

**Randy - CONFSSIONAL:** If you look up "wildcard" in the dictionary, you'll see a picture of G.C. <The camera continues to focus on Randy for a few seconds> Right now, he's a part of my alliance; um, <pause> **Fang** is "my alliance," by the way, but <long pause> I think if anyone were to flip-flop on **Fang** it would be G.C.... <The camera now shows a clip of both Ace and Randy talking at the **Babongo** tribe's dock>

**Randy:** <to Ace> G.C.'s been talking to *Dan*; he's been talking to *Charlie*. <Ace now nods his head> I'm not saying he's gonna *flip*, but... <A side view of a thoughtful Ace is shown next>

**Ace:** <to Randy> It's *possible* he will. I mean, if we're at a point where we legitimately think we can't *trust* him, then G.C.'s gotta *go*. <A close-up view of a calculating Randy is shown next>

**Randy:** <to Ace> But, I can't see voting G.C. before *Dan*... <Ace is then shown again>

**Ace:** <to Randy> *No*, not before *Dan*... <The camera now turns back to a pensive Randy>

**Randy:** <to Ace> Dan, and then G.C., <pause> and I'm all *about* that... <Ace is now shown>

**Ace:** <to Randy> Yeah, but as long as we take out Dan *first*, that way we can *lose* G.C. and still keep *majority*... <The camera shows Randy nodding his head dramatically>

**Randy:** <to Ace> You know, the first couple days I *liked* him, <Ace says "I did too"> but the kid hasn't had a strategy since Day *One*; <short pause> he's just following *Crystal*. <A clip of Crystal back at camp is shown, as she asks Charlie "Where'd Randy and, uh, Ace go?">

**Randy - CONFSSIONAL:** I've talked to Ace, and you know, plans *change*. <The camera now focuses in on Ace, as he speaks to Randy> As of now, the plan is: <short pause> we vote Dan three days from now, and then G.C. goes three days after that. That's not a move of *disloyalty*. That's a move *for* **Fang**... <Another view of Ace and Randy is shown next>

**Randy:** He listens to Crystal and he listens to himself, and nobody *else*. <Randy is shown>

**Randy - CONFSSIONAL:** <continued> G.C.'s actions right now tell me that he wants out of "my *alliance*," and <long pause> the only way you're gonna get out is if I *vote* you out. *Period*. <A prominent drumbeat is heard, before 'Gabon Cold Open' begins to play and the camera abruptly cuts ahead to show Crystal walking over to Ace and Randy>

**Ace:** <to Crystal> G.C.'s on thin *ice*... <Crystal is then shown making a confused face>

**Crystal:** Why?! What *happened*? <The camera continues to show both Ace and Randy>

**Ace:** <to Crystal> I mean, like, the constant conversations that he has with the **Kota** members, and the fact that they were literally giving him their *ladder* rungs! <Crystal now says "Jacquie gave *you* one" to Randy> *That* kindof raised some eyebrows with us, <Randy mumbles something inaudible> like, there might be

something going on that we don't know about... **Crystal**: <to Ace> You don't think that they just wanted to cause *dissension* among our ranks?

**Ace**: <to Crystal> You're willing to take the chance that G.C. *flips*? <Crystal shakes her head>

**Crystal**: <to Ace> I think that's just his *fears* coming into play. I don't think he's gonna stray, okay?! I really *don't*. <There is an extended silence, as the camera continues to show Crystal for a few seconds> All I'm gonna say is: it shouldn't have been *Jacque* on that Reward, but that's his decision, and *I trust* him still. <A stern-looking Randy is then shown>

**Randy**: <bluntly> You need to keep your boy in *line*... <Another view of Crystal is shown>

**Crystal**: <to Randy> Okay. I *will*! <The camera abruptly turns back to Randy>

**Randy**: <to Crystal> He's swimming with the *sharks* now, you know, and <short pause> there's *blood* in the water... <The camera shows a clip of a crocodile rapidly snapping its jaws shut onto a fish, as blood seep out into the murky water. The screen then fades out>

## **Babongo Tribe - Reward**

<'Good Times' begins to play, as the camera shows the blazing sun beginning to set in the red-orange sky, and then fades out to show a silhouetted canopy in the middle of the vast savannah. A picnic table with hamburger and hot dog buns, vegetables, condiments, potato chips, and other food items on it is shown, before the camera scrolls over to the castaways>

**Ken**: *Wow*! <G.C. is shown with a grin on his face, as he races over to the table>

**G.C.**: Do we just dig *in*?! <Quick clips of each of the **Babongo** members preparing their hamburgers is shown, before the camera cuts ahead to show G.C. biting into a juicy burger>

**Jacque**: <excitedly> Oh my God. It's *so* good! <laughs> <The camera returns to G.C.>

**G.C.**: It doesn't get better than *this*, man... <The camera now continues to focus on G.C.>

**G.C. - CONFESSIONAL**: Burgers and hot dogs, <G.C. is then shown squeezing ketchup out onto a hot dog> it definitely was, uh, *my* kind of meal. <Ken can now be seen taking a small bite out of a hamburger> I love real *greasy* foods, <laughs> but <short pause> it was good just to get some protein and vitamins that you need in your diet... <The camera now shows G.C. taking another large bite into a thick cheeseburger>

**G.C.**: You know when no one's talking, it's a good *meal*... <laughs> <Jacque says "*Totally!*">

**Jacque**: This is by *far* the most amazing thing. <laughs> <G.C. is then shown again>

**G.C. - CONFESSIONAL**: Jacque should *definitely* feel grateful that she got to come on the Reward. <An eerie sound is heard, as the camera goes back to Jacque> You know, my number one ally in the game right now is still *Crystal*. <G.C. is now shown eating a potato chip> She might be a little upset with me for not *takin'* her, but <pause> I needed her back at *camp*, I feel, cause I know she'll let me know if anything went *on*... <The screen fades out>

## Babongo Tribe - Night 22

<'Overload' plays, as the camera shows a fast-forwarded view of the night sky. A close-up view of the Babongo tribe's flag is shown, before the infrared camera scrolls over to the lake next to their camp, and then fades into a clip of G.C., Ken, and Jacquie returning to camp>

Paloma: They're *back*... <Ace is heard asking "How *was* it?" as the camera zooms in on Ken>

Ken: That was a good day. <The camera scrolls back over to a curious Paloma again>

Paloma: How much did you guys *eat*? <Indistinct chatter can be heard, before the infrared camera shows Crystal pulling G.C. aside and talking to him behind the hut>

Crystal: <whispering to G.C.> I need to ask you a question: What's *up*? <G.C. is now shown>

G.C.: <to Crystal> What do you mean "What's up?" <Another view of Crystal is shown>

Crystal: <to G.C.> What's the deal with you? And don't give me no [censored] cause I don't wanna *hear* it... <The infrared camera scrolls back over to G.C., who seems caught off-guard>

G.C.: <to Crystal> You think I been *actin'* different? <Crystal is then shown again>

Crystal: Why you gonna go and take *Jacquie* on a Reward?! <The camera returns to G.C.>

G.C.: <to Crystal> It's not like I took *Dan*... <Another view of both Crystal and G.C. is shown>

**G.C. - CONFESSIONAL:** We got back from the challenge and right away, Crystal comes up to me and lays into me about "Why did I pick *Jacquie*?" <The camera shows a fired-up Crystal>

Crystal: <to G.C.> What has Jacquie ever done for you, *really*?! <G.C. is then shown again>

G.C.: <to Crystal> The reason I didn't take you is cause I knew you'd keep an eye on things for me... <A stern Crystal is shown with an unimpressed look on her face>

Crystal: <bluntly> How come Randy and Ace are saying that you gonna go over to **Kota**? <A prominent sound is heard, as G.C. looks surprised> I've been in an alliance with you from Day *One*! <G.C. nods his head> I stood *up* to them for you! Where do you [inaudible] your *loyalty*?!

**G.C. - CONFESSIONAL:** <continued> It's definitely frustrating, you know, to come back from a Reward and find out that people've been talkin' behind your back about you, <A rapid clip of Randy is shown> especially when it's the people in your alliance and you know you didn't do nothin' *wrong*. You know, it's tough... <The infrared camera goes back to G.C.>

G.C.: <to Crystal> I don't know where this is *comin'* from... <A regretful Crystal is now shown>

Crystal: <to G.C.> I *apologize*. I apologize for coming at you like that. <G.C. says "Okay!"> It's Randy and Ace that you really need to worry about... <Crystal

continues to speak to G.C., before the camera switches angles to show Ace, Ken, and Randy again>

**Ken - CONFESSIONAL:** For some reason, G.C.'s been spending a lot of time with the members of **Kota** and everyone *knows* it, <The infrared camera shows Charlie, Paloma, and Jacquie lying in the hut> so <long pause> I don't know what *that's* about, but I trust G.C. because I made a separate alliance with him to go with *Randy* to Final Three. <Another close-up view of a glaring Randy is shown next> Randy thinks that we're gonna go to the Final Three with *Ace*, so he wants to get rid of G.C., and <pause> right now, Randy thinks G.C.'s ready to *flip* over to **Kota**... <G.C. is now shown walking over to Randy and Ace>

**G.C.:** <talking loudly> Randy, have you been *talkin'* about me, bro?! <Randy now looks up>

**Randy:** <to G.C.> You've been trying to make *friends* so that you look like you're the one *good* guy and you get their votes on the jury... <G.C. is shown shaking his head dramatically>

**G.C.:** <to Randy> No, I'm not! <Another view of Randy is now shown next>

**Randy:** <to G.C.> No, *you* are... <G.C. can now be seen shifting his expression>

**G.C.:** <sarcastically> *Okay*, Randy... <The infrared camera then scrolls over to Crystal>

**Crystal:** <to Randy> That's why, I'm not even gonna *talk* to them cause I don't want y'all to have *any* hesitations. <Randy is heard saying something inaudible, before G.C. is shown>

**G.C.:** <talking loudly> I'm *sorry*, Randy, but nobody's gonna tell me who I can or can't hang out with! <An arrogant Randy is then shown with a smug grin on his face>

**Randy:** <to G.C.> How much you wanna *bet*?! <A tense-looking Crystal is now shown>

**G.C.:** <to Randy> I understand I'm in your *alliance*, but <long pause> I like to get along with *everybody*, and <pause> we're all people in this tribe, man. <There is an extended silence, as the camera scrolls across several **Babongo** members and then turns back to G.C.>

**G.C.:** <talking loudly> And *another* thing: if you're gonna talk *crap* about me, don't go to Ace or to Crystal. <An infrared view of Ace is shown> Come and talk to me man to man about it, or else *you* need to shut *up*! <Randy is shown with a look of disbelief on his face>

**G.C. - CONFESSIONAL:** I definitely didn't mean to argue back at Randy, but *damn*, he's getting on my *nerves*, man. <G.C. is shown again> Everything I do now, he's like "What are you doing? Who're you talkin' to?" <The camera now focuses back in on a tense Randy>

**Randy:** <to G.C.> Don't bring that [censored] to *me* at night! <G.C. then shrugs>

**G.C.:** <to Randy> Man, you *started* it, bro. <G.C. can then be seen snapping a piece of firewood over his knee, as there is an extended silence> God, I feel *bad* now... <The infrared camera now zooms out to show a wide view of the five former **Fang** members>

**G.C.:** <talking loudly> I don't want to have anybody *upset* with me, but <long pause> I'm gonna tell all of y'all, I'm stayin' *loyal*, so [inaudible] <long pause> are we *cool*? <Randy is shown>

**Randy:** <to G.C.> You're *not* flipping? <G.C. now shakes his head dramatically>

**G.C.:** <to Randy> Hell *no*. <laughs> I'm not *going* to... <Randy is then shown with an unconvinced look on his face, before the infrared camera cuts back to G.C.>

**G.C. - CONFSSIONAL:** It kinda feels like there's a dark cloud hanging over the **Babongo** camp, and right now, I feel like it's Kenny and Randy and Ace. <A wide view of the three castaways is shown> Like, I kinda feel like I've been runnin' with the wrong *crowd*, but <short pause> you know, with this *alliance*, it's almost like when you're in a gang, sometimes it's just hard to *leave*. You might not make it out with your *life*, so <long pause> now I'm worried that I could have a *target* on my back... <A close-up view of a conflicted G.C. is shown, before the camera fades out to show a flickering flame. The screen then abruptly fades out>

## **Babongo Tribe - Day 24**

<A fast-forwarded view of the sky is shown, as day turns to night and the camera focuses in on the full moon. A faraway view of the **Babongo** tribe's hut is then shown, as the clouds continue to rapidly shift in the sky and night becomes morning on Day 24. The camera now cuts ahead to show a clip of Ace, Ken, and Jacquie walking towards **Babongo**'s treemail basket, before zooming in on a Gabonese mask inside of the blue basket>

**Ace:** *Treemail...* <Jacquie can be heard saying "Here it *is*," as she reaches into the basket and pulls out the mask, which has a treemail message written over it>

**Ace - CONFSSIONAL:** Um, the situation with the idols is: <short pause> Randy and Kenny know I have the *first* idol from Paloma. <The camera cuts ahead to show a wide view of the castaways back at camp> I haven't told Crystal or *G.C.* about it just because I haven't really *had* to and I think the fewer people that know about it, the better it is for me. <A view of Ace, Jacquie, and Ken walking back to their main camp area is shown next> And *nobody* knows that I also have the *second* idol, which is from Corinne. <A prominent drumbeat is heard, as the camera cuts ahead to show the castaways gathered together in a group. Jacquie asks "Okay, *ready*?" and then begins to read the treemail message aloud>

**Jacquie:** *Was it yellow? Was it red?*  
*Was it something else instead?*  
*Rest your body; test your brain.*  
*Tonight we'll see which eight remain...*

**Ken:** Another *puzzle*, huh? <Another close-up view of a confident Ace is then shown again>

**Ace - CONFSSIONAL:** At this point, I have the game exactly where I *want* it. <A clip of Crystal examining the mask is shown> I *am* the driving force behind who's going home at Tribal, and <long pause> the key to my ultimate survival is not to see just the move right in *front* of me, <The camera now scrolls over to Paloma> but to think, you know, four, five steps *ahead* to get the set I want. It's a *chess* game at this point. <The camera now cuts ahead to show a clip of Charlie and Ace in the hut playing a makeshift game of checkers>

**G.C.:** <talking aloud> Game *Two*, of the Grand *Checkers* Series... <Ace can now be seen jumping over one of Charlie's red stones, as he moves his black stone across the board>

**Ken:** *Oh...* <The camera now switches angles to show G.C., Crystal, and Paloma>



**G.C.:** That is so *slick*! <laughs> <A wide view of both Ace and Charlie is shown next>

**Ace - CONFESSIOAL:** <continued> If you want the honest truth, I'm just really, really *bored*; bored to *tears*, really. <laughs> <The camera continues to show an expressionless Ace, as he says "Your turn, man" to Charlie> I mean, *I'm* like practicing my speech for the *finals*. <The other **Babongo** members are shown watching the checkers game in the hut> These people in my alliance, *they* know that I'm in a position of power; <short pause> they're not gonna go against me, <Another view of G.C. is shown> and <long pause> as long as I can assure them that the *only* course to the Final Five, Final Three is with *me*, you know, I'm quite confident in my position... <A prominent drumbeat is heard, before the screen abruptly fades out>

### Immunity Challenge - Memory Mask Mosaic

<'Headhunters' plays, as the camera shows an overhead view of the vast Gabonese jungles, before zooming ahead to a clearing and then fading out to show several mask stations with blank Gabonese masks on them. The camera then abruptly switches angles to show Jeff>

**Jeff Probst:** <talking loudly> Come on in, guys! <The camera shows another aerial view of the entire challenge area, as the eight **Babongo** members can be seen walking towards their blue mat and assembling into a group on it. Quick clips of Ken, G.C., and Ace are shown, before the camera shows Randy plunging the blue challenge flag into the ground. Jeff is now shown>

**Jeff Probst:** We'll now bring in *Dan*, <Charlie is shown turning his head, before the camera shows Dan walking in to the challenge area> returning from Exile. <Another view of the eight **Babongo** members is shown, as Dan makes his way towards his tribemates>

**Ken:** How's it *going*, Dan? <The camera switches angles to show another view of Dan>

**Dan:** Oh, that was *rough*... <The camera shows a close-up view of an expressionless Randy, before G.C. says "What up, D.K.?", and Dan rejoins his tribemates on the blue mat>

**Jeff Probst:** Dan did *not* take the Comfort, so no disadvantage will come into play in today's challenge... <A quick view of Charlie is shown next. Jeff is then shown again>

**Jeff Probst:** So Crystal, <short pause> it's Day 24; a few different people have had a chance to go out to Exile now. <Crystal is now shown listening intently, as she subtly nods> What's your take on the situation with the hidden Immunity Idol? <A wide view of the entire **Babongo** tribe is now shown again, before the camera goes back to Crystal>

**Crystal:** Well, if somebody already *has* the idol, Jeff, they haven't told *me* about it, <A mysterious sound is heard, as Ace shifts his expression> so <long pause> we'll *see*... <Crystal now shrugs. There is a prominent drumbeat, as the camera shows a close-up view of a pensive Dan, and then goes back to Jeff again>

**Jeff Probst:** Alright; <short pause> you guys ready to get to your challenge? <The camera now switches angles to show all nine **Babongo** members again, as they excitedly nod>

**Jeff Probst:** First things *first*, Crystal; <Jeff can be seen walking over to Crystal, as she turns around> I will take back the Immunity necklace. <The camera now zooms in on Crystal>

**Crystal:** Come around here and take that off for me... <Another view of Jeff is then shown>

**Jeff Probst:** You're gonna make me *work* today, Crystal... <laughs> <Jeff can be seen removing the necklace from around Crystal's neck>

**Crystal:** Oh, *you* know, you got's to earn your paycheck somehow... <laughs> <A few laughs are heard, as the camera shows a wide view of the entire Babongo tribe, and then abruptly cuts ahead to show Jeff setting the Immunity necklace back up on its stand>

**Jeff Probst:** Once *again*, Immunity is back up for grabs. <A close-up view of an expressionless Crystal is shown, as she stares ahead. The camera then goes back to Jeff>

**Jeff Probst:** Today's Immunity Challenge will test your memory. <Ken is now shown> You will study the features of a Gabonese mask. <The camera shows a clip of a tribal mask with blue and orange features> Each round, I will give you a different configuration of that mask. <Rapid views of several differently colored masks are shown> You'll then have a minute to study it and successfully recreate the mask. <A female castaway's hands are shown, as she adds features to her Gabonese mask> Get it right, you stay in. <A mask with red and yellow features is shown next> Get it wrong, you're out. <The camera returns to Jeff> Last person left standing wins Immunity; <short pause> is guaranteed a one-in-*eight* shot at a million bucks. <The camera shows Jacquie subtly nodding her head> Losers, Tribal Council where somebody will be voted out <A quick view of Charlie is shown next> and will become the first member of our jury. <Ace is then shown with a pensive expression on his face, before the camera scrolls across several Babongo members and then focuses back in on Jeff again>

**Jeff Probst:** High enough *stakes*? <Dan is shown nodding his head dramatically>

**Dan:** Of *course*... <Charlie can be heard saying "Yes," as the camera returns to Jeff>

**Jeff Probst:** We'll draw for *positions*; <short pause> we'll get started... <An overhead view of the entire challenge area is shown, before the camera abruptly cuts ahead to show the Immunity necklace, and fades out to show the Babongo members standing behind their mask stations. The camera shows a blank mask, before turning to Jeff>

**Jeff Probst:** Alright; <short pause> this is for *Immunity*! <A close-up view of Paloma is shown> Here we *go*! First mask configuration... <Jeff can now be seen removing a cover from a mask with alternating green and orange features on it. Dan is then shown studying it from afar>

**Jeff Probst:** <narration> You gotta wait one minute before you start to recreate it. <Randy is shown with a look of intense concentration on his face. The camera then scrolls over to both Crystal and Jacquie> Right now you're just makin' *notes*... <Ken is then shown with a thoughtful expression on his face, before the camera goes back to the mask configuration>

**Jeff Probst:** *Begin*... <The music now becomes more dramatic, as the camera shows rapid clips of each of the Babongo members working on their masks. Ace can be seen grabbing an orange nose, before the camera turns to Charlie, who is

rifling through the various mask pieces. G.C. is then shown placing a red chin onto his mask>

**Jeff Probst:** <narration> Everybody working on their masks, <The camera now shows a clip of Paloma's half-complete mask> trying to match the facial features... <A wide view of several castaways is shown, before the camera focuses in on Ken, and he adds a green eye onto his tribal mask. A close-up view of Jacquie is then shown>

**Jeff Probst:** <narration> Thirty seconds... <Charlie is shown adding a green mouth to his mask, before the camera switches angles to show G.C. looking down at his completed mask>

**Jeff Probst:** <narration> Fifteen seconds... <Quick views of several castaways working on their masks are then shown again, before the camera focuses in on a contemplative Ace. Ace places a green ear onto his mask. Jeff then begins a countdown from five>

**Jeff Probst:** <narration> Five, four, three, <Randy is shown adding the last facial feature to his mask> two, *one*. <The camera zooms out to show all nine Babongo members>

**Jeff Probst:** <narration> Everybody take your hands off your masks. <An uneasy Crystal is then shown staring down at her completed mask> Let's see how we do... <The castaways can be seen revealing their masks to Jeff, who walks over to them. A close-up view of Jacquie is shown, as Jeff can be seen examining her completed mask>

**Jeff Probst:** *Jacquie* got it right. <Jeff is now shown examining G.C.'s mask> That is wrong. G.C., take a spot. <G.C. is shown with a strange expression on his face, before Jeff moves over to Charlie's station and checks over his completed mask>

**Jeff Probst:** Charlie is right. He's still in. <The camera shows a rapid clip of a glaring Ace, and then switches angles to show Jeff examining Randy's mask>

**Jeff Probst:** Randy is right. *He's* still in. <Randy nods his head knowingly, before the camera zooms out to show several Babongo members, and Jeff walks over to Paloma>

**Paloma:** I think I messed it *up*... <laughs> <A close-up view of Paloma's mask is shown, before the camera turns to show Jeff checking it over>

**Jeff Probst:** Paloma has it *wrong*... <Charlie can be seen turning his head, before the camera shows Paloma frowning. Jeff is then shown examining Ken's completed mask>

**Jeff Probst:** *Ken* has it right. <The camera quickly cuts ahead to show Jeff checking over Ace's mask> Ace got it right. <Ace confidently nods his head, before the camera shows a quick view of Paloma, who makes a face. Crystal is then shown watching closely, as Jeff checks over her mask> Crystal, you're right. <An uneasy Dan stares down at his mask, as Jeff looks it over>

**Jeff Probst:** Dan, you got it *right*. You're still *alive*. <A relieved Dan now runs his hand through his hair, before the camera abruptly switches angles to show an overhead view of the entire challenge area, and then cuts back to Jeff again>

**Jeff Probst:** <narration> First round down: <short pause> G.C. and Paloma gone. <A clip of G.C. and Paloma sitting on a bench together is shown> Next mask configuration... <Jeff can now be seen removing the cover from a Gabonese mask with alternating blue and yellow facial features. A side view of Jacquie is shown, as

she studies the mask. The camera then shows Crystal with an intense look on her face, before scrolling over to both Randy and Ken>

**Jeff Probst:** *Begin...* <The camera turns to show Dan adding a blue mouth onto his blank mask. Ken is then shown shuffling through yellow eyes with various patterns on them. Rapid views of the other five **Babongo** members are then shown, as they continue to work on completing their masks. A clip of Charlie is then shown next>

**Jeff Probst:** <narration> *Thirty seconds...* <Randy is shown frantically shuffling through the facial features, before he picks up a yellow ear. Ace can then be seen recreating the mask, before the camera scrolls over to Jacquie again, and she places a blue eye down>

**Jeff Probst:** <narration> *Ten seconds.* <The camera now focuses back in on Charlie, before Ken completes his mask> *Five, four,* <Crystal is shown> *three, two,* <The camera then goes back to Paloma and G.C.> *one...* <Another view of Jeff is now shown>

**Jeff Probst:** <narration> *Alright; <short pause> everybody take your hands off your masks and turn your boards around to face me...* <A wide view of the seven remaining **Babongo** members is shown, as they reveal their completed masks to Jeff>

**Jeff Probst:** <narration> *The question now is “do I have the right configuration?”* <Jacquie is shown with a nervous look on her face, as Jeff checks over her mask>

**Jeff Probst:** *Jacquie has it right again. Still in!* <Jacquie smiles, before the camera shows Jeff walking over to Charlie’s mask and examining it> *Charlie got it right. He’s still in!* <A quick view of a watchful Dan is shown, as he looks towards Charlie. The camera then zooms out to show a wide view of several castaways, as Jeff studies Randy’s mask for a few seconds>

**Jeff Probst:** *Randy’s right.* <Jeff can then be seen examining Ken’s completed mask> *Kenny’s right.* <Jacquie is shown with a tense look on her face, before the camera switches angles to show Jeff checking over Ace’s mask. Ace is then shown with a look of anticipation on his face>

**Jeff Probst:** *Ace has it right...* <Dan can be seen shifting his expression. The camera then zooms out to show Jeff checking over Crystal’s mask>

**Crystal:** *Wrong, right?* <A close-up view of the incorrect eyes on Crystal’s mask is shown>

**Jeff Probst:** *Crystal’s wrong.* <Crystal is shown with a disappointed look on her face, as she says “I knew that should’ve been [inaudible].” Jeff is then shown walking over to Dan’s mask>

**Jeff Probst:** <narration> *And Dan’s wrong.* <Dan looks surprised, as a prominent drumbeat is heard, and the camera switches angles to show Ken with a delighted smile on his face. Dan then shakes his head in disbelief, before the camera shows Charlie looking sad and then switches angles to show an aerial view of the entire challenge area>

**Jeff Probst:** <narration> *Round Two is over!* <A wide view of the four eliminated **Babongo** members is shown> *Crystal and Dan take a seat on the bench.* <The camera now shows Ace looking down at his blank mask> *We are down to five...* <Quick views of each of the remaining castaways are shown, before the camera abruptly cuts back to Jeff again>

**Jeff Probst:** <narration> *Next mask configuration:* <Jeff can now be seen removing the cover from a more complex Gabonese mask, which has green, blue, and red

facial features in alternating patterns> This time it gets more complicated, <Charlie can be seen studying the mask> and you get *less* time to put it together... <Randy is then shown with an intense look of concentration on his face, before the camera scrolls over to Ace. Jeff is then shown next>

**Jeff Probst:** *Begin...* <Ken can be seen grabbing a red triangular shape for the mask's forehead, before the camera switches angles to show Jacquie working on her mask>

**Jeff Probst:** <narration> Everybody working on their mask now... <Ace is shown placing the colored ears onto his mask, before he continues to rifle through the facial features>

**Jeff Probst:** <narration> Thirty *seconds*... <The camera then scrolls across the five **Babongo** members, as they continue to add facial features to their Gabonese masks. Jacquie is then shown with a confused look on her face, before the camera focuses back in on Charlie>

**Jeff Probst:** <narration> Last ten seconds... <A mysterious sound is heard, as the camera shows Ace adding a blue chin onto his mask. Randy is shown staring down at his mask, before the camera turns to Ken, who scans over all of his added facial features>

**Jeff Probst:** <narration> Five, four, <A rapid view of an uneasy Charlie is shown again> three, two, one. <The camera now returns to Jeff> Take your hands off your *masks*; <short pause> turn 'em around. <Prominent drumbeats are heard, as the camera shows each of the castaways revealing their masks to Jeff. Jeff is then shown examining Jacquie's mask>

**Jeff Probst:** Jacquie, you're *wrong*. <Jacquie is now shown with a disappointed look on her face, before Jeff walks over to Charlie's mask and checks it over>

**Jeff Probst:** Charlie got it right. <A close-up view of a relieved Charlie is shown, before the camera switches angles to show the four eliminated **Babongo** members again>

**Paloma:** <excitedly> Go, Charlie! <Randy's completed mask is then shown, before the camera scrolls over to Jeff, who examines it>

**Jeff Probst:** Randy has it wrong. <A surprised Randy can then be seen shifting his expression>

**Randy:** What's *wrong* with it?! <Jeff now points to the right ear on Randy's mask>

**Jeff Probst:** <to Randy> This ear, *green* not red. <Randy is heard mumbling something, as Jeff walks over to Ken's Gabonese mask and looks it over>

**Ken:** <whispering> Come on, Jeff... <The camera continues to focus on Jeff>

**Jeff Probst:** Ken, you're *right*... <Charlie is shown nervously looking towards Ken and Ace, before Jeff walks over to Ace's mask and examines it>

**Jeff Probst:** Ace, you have to have it right to stay alive in this. <Ace is shown looking up at Jeff with a look of anticipation on his face> You're *wrong*... <The camera turns to show Dan with a subtle smile of glee on his face, before he retains an expressionless face. Paloma is then shown looking towards Charlie. A prominent drumbeat is heard, as the camera cuts ahead to show an overhead view of the entire challenge area again>

**Jeff Probst:** <narration> Three casualties this round: <short pause> Jacquie, Randy, and Ace... <The camera now shows the three eliminated castaways joining Crystal, Dan, G.C., and Paloma on the bench. Jeff is then shown again>



**Jeff Probst:** <narration> We are down to *two*! <Both Charlie and Ken are shown with determined expressions on their faces> If one of you misses and the other gets it right, that person wins individual Immunity. <Charlie nods his head knowingly, before the camera goes back to Jeff> *Next mask configuration...* <Jeff can be seen removing the cover from a mask with yellow, red, orange, and blue facial features on it>

**Ken:** *Whoa...* <The camera continues to show Ken for a few seconds, as he studies the mask configuration closely. Charlie is shown with a thoughtful look on his face, as he concentrates on the Gabonese mask. The camera then zooms out to show both Ken and Charlie>

**Jeff Probst:** *Go...* <Ken quickly begins to shuffle through the colored facial features, before the camera rapidly switches back-and-forth between Charlie and Ken, as they frantically work on recreating their masks. Charlie is shown with a strained expression>

**Jeff Probst:** <narration> Charlie struggling to remember... <The camera now switches angles to show the eliminated **Babongo** members watching closely>

**Paloma:** Come *on*, Charlie! <Dan can now be heard repeating "Come on!">

**Jeff Probst:** <narration> Ten seconds. <Charlie is shown adding a yellow nose onto his mask, before Ken grabs an orange eye with three circles on it> Five, four, <Another quick view of Charlie is shown> three, two, <Ken can be seen finishing off his mask> *one...* <Charlie can then be seen placing the final facial feature onto his mask>

**Charlie:** <talking aloud> I'll try that... <The camera focuses back in on Jeff again>

**Jeff Probst:** <narration> Let's find out if he's right. Spin 'em *around*... <Both Charlie and Ken now reveal their masks to Jeff. Charlie is shown nervously biting his fingernails, as Jeff carefully checks over his completed mask for a few seconds>

**Jeff Probst:** Charlie got it *right*. <Paloma is now shown grinning happily, before Jeff walks over to Ken's mask and carefully examines it>

**Jeff Probst:** It comes down to *this*. Immunity and a guaranteed one-in-eight shot at winning this game. <The camera now zooms in on an uneasy Ken> Charlie has it *right*. <Another view of both Ken and Charlie is shown next> Ken, if you have it wrong, Charlie wins Immunity. <The camera now zooms in on Ken's mask, as Jeff continues to check it over>

**Jeff Probst:** Ken, you have it <long pause> *wrong*... <A victory theme begins to play, as the camera shows Charlie with a look of disbelief on his face. Jeff then raises his arms>

**Jeff Probst:** <shouting> It's *over*! *Charlie* wins Immunity! <Ken can be heard saying something inaudible to Charlie, before the camera turns back to the eliminated castaways. Jeff can then be seen taking the Immunity necklace off of its stand>

**Jeff Probst:** Charlie, come on over! <A wide view of the challenge area is shown, as Charlie can be seen walking over to Jeff. Jeff then places the Immunity necklace around his neck, before the camera switches angles to show his **Babongo** tribemates clapping>

**Jeff Probst:** *Congratulations*! Charlie is safe tonight at Tribal Council; <Jeff takes a short pause, as the camera zooms back in on a smiling Charlie> guaranteed a one-in-eight shot at a million dollars. <Ken is then shown with an expressionless look

on his face> For the rest of you, one of you goin' home tonight. <The camera now returns to Jeff again>

**Jeff Probst:** Grab your stuff; <short pause> head back to camp. <G.C. is shown> I will see you at *Tribal*... <A view of the castaways beginning to walk out of the challenge area is shown>

**Ace - CONFESSIOAL:** *Dan* did not win Immunity, so <long pause> *Dan* will be going home this evening. <laughs> <A view of both Dan and Charlie is shown, as Dan pats him on the back> I think I can finally say that with a *high* degree of certainty, but <long pause> actions *do* speak louder than words and from now until *Tribal*, I'll have to really read the group. <Ace is shown again> You know, if something feels a bit *off*, I might have to pull out the *idol*... <The nine **Babongo** members are shown again, before the screen abruptly fades out>

## **Babongo Tribe - Day 24**

<An aerial view of the **Babongo** tribe's main camp area is shown, before the camera cuts ahead to show a close-up view of the blue tribe flag. Indistinct conversation can then be heard, as the camera switches angles to show the nine castaways returning back to camp>

**Jacque:** <to Charlie> *Congratulations!* <Charlie says "*Thank you,*" before the camera zooms in on Dan and another castaways says something about Exile>

**Dan:** *Longest* two days of my life... <laughs> <The camera shows Charlie standing nearby>

**Charlie - CONFESSIOAL:** We just got back from our Immunity Challenge; <short pause> I won individual *Immunity* for the first time, <Charlie can be seen taking off the necklace and hanging it from his torch> and Dan's back from Exile as well. <Randy is now shown next>

**Randy:** <to Dan> No idol? <Dan displays a subtle smile on his face, as he shakes his head>

**Dan:** No *idol*... <The camera now scrolls over to Charlie, who shifts his expression>

**Charlie - CONFESSIOAL:** <continued> Probably the *smartest* thing to do would've been to lie and say that there *was* another idol in play, but Dan already admitted to everyone that there *wasn't*, so <long pause> we're *definitely* gonna have to come up with something to save our butts. <A fast-forwarded view of the clouds rapidly shifting in the sky is shown, before the camera fades out to show both Charlie and Dan walking along a jungle path together>

**Dan:** <to Charlie> It's so different around here from Day One. <Charlie nods his head> You know, I got back and it's, like, *tense*... <The camera continues to focus on Charlie>

**Charlie:** It's like Day *One* again, only it's *not* Day One, you know? <Dan is then shown again>

**Dan:** <to Charlie> It's become such a gloomy *place*... <The camera fades out to show a clip of Randy, Ken, and Ace lying in the hut together, before cutting back to Charlie>

**Charlie:** <to Dan> And there's a *lot* that went on, too, while you were gone... <Dan is shown>

**Dan - CONFESSIOAL:** Since Charlie won Immunity, I know that *I'm* definitely going to be getting the **Fang** votes again; <A wide view of the **Fang** members

talking in a group is shown> um, third Council in a *row*, so I mean, I've been the prime target since before the merge; <short pause> there's not much that I can do in that regard. <Dan is now shown again> The only thing that I feel is in *my* power is to try and bring in Crystal and G.C. to take out Ace and crush that evil *alliance*... <The camera now cuts ahead to show Charlie, Dan, and Paloma talking>

**Charlie:** <to Dan> It's an obvious play... <The camera then zooms in on Paloma>

**Paloma:** <to Charlie> It's obvious to *us*, but Ace is, like, blinded by *arrogance*. <A close-up view of a thoughtful Charlie is shown> He thinks he's, like, *untouchable* because he hasn't got a single *vote*... <The camera now switches angles to show Dan>

**Dan:** I mean, I'll do everything in my *power* to take out Ace right now. <Charlie says "Me too"> That might mean I have to *lie* a bit, but <short pause> it's for a good *cause*. <Dan then turns towards Paloma> Is that fine with you? <An excited Paloma nods her head dramatically>

**Paloma:** <to Dan> Um, <pause> *yeah!* <laughs> <The camera continues to show Paloma>

**Paloma - CONFESSIONAL:** It's a good time to get rid of Ace, because Ace has two idols and <pause> tonight would be *perfect*, at Tribal, because everyone expects *Dan* to go, <A close-up view of Dan is shown, as he runs his hand through his hair> and I mean, Ace's *downfall* in this game is gonna be his *arrogance*. <Ace is then shown standing by the fire> He thinks, like, because he's so *smart* everyone else is so *stupid* that they won't go *against* him... <The camera continues to show Dan, Charlie, and Paloma talking>

**Paloma:** <to Charlie> What is he doing right now?! He's probably lounging around camp like he *owns* it... <A comical sound is heard, as the camera shows Ace lying in the hut with his feet up on the wall. He then yawns loudly, before the camera cuts back to Paloma>

**Paloma - CONFESSIONAL:** <continued> On top of that, Ace is *continuing* to lie; <short pause> he won't admit that he ever found the idol that I gave him clues to, so <long pause> I still owe him back for *that* one. <Paloma is shown again> *We'll* see, um, we'll see if he should mess with small little Paloma... <laughs> <A prominent drumbeat is then heard, as the camera cuts back to the three **Babongo** members again, and zooms in on Charlie>

**Charlie:** We have to execute this *plan* perfectly... <The camera continues to focus on Charlie>

**Charlie - CONFESSIONAL:** We would be the biggest idiots on Earth not to take out the biggest threat in the game, with two *idols*, <laughs> you know, at this Tribal Council, <Ace is shown lounging in the hut, as he looks out at the main **Babongo** camp area> but because he *does* have the idols, it becomes even more of a delicate *operation*. <Dan says "I trust G.C.">

**Dan:** Can we trust Crystal? *We* can trust Crystal, right? <Paloma is now shown again>

**Paloma:** <to Dan> *Yeah*; I think we can trust *Crystal*... <The camera then turns to Charlie>

**Charlie - CONFESSIONAL:** <continued> Like, anyone who's *in* on it has to be *entirely* trustworthy because it's essential to our plan that Ace doesn't find out. <A close-up view of an unsuspecting Ace is now shown> You know, we trust *G.C.*

enough to tell him, but he doesn't like to be told what to do. <The camera shows a clip of G.C. fishing off of the dock> *However*, we feel like he listens to *Crystal*, and we're pretty *confident* that if we can get Crystal on board, G.C. will follow what she *says*... <'Haunted Gabon' begins to play, as the camera shows a snake slithering along the ground, and then cuts ahead to show Crystal, Paloma, and Dan furtively talking in a spooky jungle area>

**Crystal**: Anything you have to say to me, make it fast cause I can't *talk*... <Dan is now shown>

**Dan**: <to Crystal> Want to, um, get rid of the *idol* tonight? <A prominent sound is heard, as the camera shows an interested Crystal looking up, and then looking over her shoulder cautiously>

**Crystal**: <to Dan> You know who *has* it?! <The camera focuses back in on Dan again>

**Dan**: <to Crystal> *Yeah*, I know who has it. <The camera switches angles to show Crystal>

**Crystal**: <bluntly> *Who*? <A close-up view of a thoughtful Dan is then shown next>

**Dan**: *Ace*... <Crystal is now shown with an unconvinced expression on her face>

**Crystal**: <to Dan> You think Ace has the idol? <The camera now goes back to Dan again>

**Dan**: <to Crystal> I know he has one, <Paloma can be heard saying something inaudible> and Paloma thinks he has *two*... <Crystal is then shown looking confused>

**Crystal**: How the [censored] would Ace have it?! He hasn't even been to *Exile* yet... <Crystal asks "Who gave him *clues*?" before the camera returns to Paloma>

**Paloma**: <to Crystal> I gave him all my clues, <Crystal tenses her expression> and Corinne gave him her other idol when she *quit*. <Dan dramatically nods his head> Like, she *slipped* it to him in his *bag*... <There is a mysterious shift in the music, as the camera shows a close-up view of an elephant staring out from behind dense jungle foliage, and then switches angles to show Paloma, Crystal, and Dan talking again>

**Crystal - CONFESSIONAL**: The *revelation* from Paloma and Dan that Ace could possibly have two idols is definitely a surprise because *he* didn't even tell me he has *one*, <Ace is shown with a smug grin on his face> and <pause> if everything Ace said to me was on the up-and-up, then why didn't he tell me and G.C. about it in the *first* place? <Paloma is shown next>

**Paloma**: <to Crystal> I mean, he thinks he's in control of the *game*, but he's *not*. Like, we can blindside him tonight and then we won't ever have to worry about the idols. <There is an extended silence, as the camera shows Crystal with a look of intense thought on her face>

**Crystal**: All you gotta do is say the *word* and I'm there... <A view of an uneasy Dan is shown>

**Dan**: <to Crystal> *Please* keep it quiet, *please*... <The camera now zooms out to show a wide view of the three **Babongo** members, as Crystal nods her head>

**Crystal**: <to Dan> I *will*. I'll talk to *G.C.*... <Dan now continues to speak to Crystal>

**Crystal - CONFESSIONAL**: It would obviously be to their benefit for us to blindside Ace tonight, <The camera shows an unsuspecting Ace standing by the hut> but <long pause> my objective in this vote is not to clear the path for the

members of **Kota**. It's to clear the path for *me*, <Crystal, Dan, and Paloma are shown again> and <pause> if what Paloma says is true that Ace has the idol, then Ace needs to *go*. <laughs> It's as simple as *that*... <The camera fades out to show G.C. and Crystal both talking in a grassy area together>

**Crystal**: <to G.C.> Ace just took over one of our two spots. <The camera shows a rapid clip of Ace, Randy, and Ken> That's why *them* three've been joined at the hip, <long pause> and Ace might have two idols... <G.C. is then shown raising his eyebrows in surprise>

**G.C.**: <to Crystal> Ace does?! <Crystal dramatically nods her head>

**Crystal**: <to G.C.> This is what we're gonna do: <short pause> Ace needs to go, so <long pause> me, you, Dan, *Paloma*, <The camera shows a clip of Charlie talking to Jacquie, as she nods her head in agreement> Jacquie, and *Charlie* are gonna vote Ace out... <G.C. is then shown with a thoughtful look on his face, as Crystal continues to speak to him>

**G.C. - CONFSSIONAL**: Things are getting a little *hectic* around here, man. <laughs> The new plan now is that we're gonna blindside Ace. <A clip of both Ace and Randy sitting by the fire is shown> I mean, that would definitely be smart since the word on the street is that Ace found the idol, <The camera now returns to Crystal and G.C.> so <long pause> Ace is a very dangerous person right now, but <pause> if I vote that way and Ace happens to use his idol, that might put *me* on the chopping block *next*, so <long pause> it's definitely a *toss-up* still between Ace and Dan. <A flute-type sound is heard, as the camera shows an aerial view of the vast Gabonese jungles and then scrolls down to show a monkey climbing through the trees. Ace and Ken are then shown talking together in a jungle clearing>

**Ken**: <to Ace> They might try and blindside you tonight... <The camera zooms in on Ace>

**Ace**: <to Ken> That's what *I* was thinking... <Another view of Ken is then shown next>

**Ken**: <to Ace> I know *Randy's* not gonna blindside you and *I'm* not gonna blindside you, <Ace can now be seen listening intently> I promised you something and I'm gonna keep my *word*, so <long pause> basically, if they try to blindside you, they're gonna need either Crystal or G.C....

**Ace**: <to Ken> *I* think Crystal's *solid*. <The camera fades out to show a clip of Charlie and Crystal furtively talking in a grassy area, before returning to Ken and Ace>

**Ken**: <to Ace> She's *been* pretty gung-ho on **Fang**... <A comical sound is then heard, as the camera switches angles to show Jacquie, Paloma, and Crystal talking by the lake>

**Ace**: <to Ken> I don't see any reason for them to *not* go with what it is. <Ace is then shown again> I mean, it would be *idiotic* for them to side with Charlie and *Dan*, <Ken nods his head, as he says "*Yeah*"> cause they're the two most obvious candidates to win over a jury. They're not *stupid*... <There is an extended silence again, as the camera returns to Ken>

**Ken**: <to Ace> And once Dan is gone, we get rid of whoever we have to... <Ace now nods his head confidently, as the music softens and the camera cuts ahead to



show several Babongo members talking in a group. Ace can then be seen returning to the main camp area>

**Ace - CONFESSIOAL:** In order to play the hidden Immunity Idol, um, I think it's going to be a last-minute call whether or not I want to actually *bring* the idols with me to Tribal. <Ace can then be seen sitting down in the hut> I mean, I don't necessarily *trust* what people are telling me, but it's a combination of sortof *verbal* cues and *non-verbal* cues, <Charlie, Dan, and G.C. can be seen talking> and <pause> /think I have a pretty good read on what's going on in the tribe at this point, so <long pause> *we'll* see... <The camera now cuts ahead to show a clip of both Crystal and Ace lying in the Babongo tribe's hut together>

**Crystal:** <whispering> I swear I'm with you 'til Final *Five*... <Ace then looks towards Crystal>

**Ace:** <to Crystal> Oh, / know. I trust you... <A reassured Crystal is now shown again>

**Crystal:** <to Ace> Okay, because I trust *you*, Ace. I don't want you to have any *doubts*... <An eerie shift in the music occurs, as the camera shows a watchful Charlie standing by the fire>

**Charlie - CONFESSIOAL:** I am *so* nervous about what's gonna happen tonight. <laughs> I'm *really* hoping that we can trust Crystal and G.C., <The camera now fades out to show G.C. talking to Randy and Ken> otherwise they could just blow our *whole* cover and Dan could end up going home. I don't know. It's a huge *gamble*... <Charlie and Dan are shown talking next>

**Charlie:** <to Dan> I'm just concerned that Crystal's gonna tell Ace to use the idol and the votes are gonna bounce back on you. <Dan is shown with a distressed look on his face, as he says "I know"> But we don't have enough votes, even with G.C., to try and split votes with *Randy*...

**Dan:** <to Charlie> We have to trust *Crystal*... <Charlie is now shown again>

**Charlie - CONFESSIOAL:** The way I feel about tonight's vote is it's like trying to sneak downstairs to see all your presents on Christmas morning without waking your parents. <A comical sound is heard, as the camera shows Charlie walking back to camp and he trips and stumbles forward> You can definitely *succeed*, <laughs> but you have to *tiptoe* around, <The camera shows another close-up view of Dan> and right now, we're having to tiptoe around Ace and the people in his alliance because we don't want to trip up and set off any *alarms*... <The camera now goes back to both Ace and Crystal, who are still lying in the hut>

**Crystal:** <to Ace> Nobody's even come to me and said "Crystal, let's vote Ace" or "Crystal, let's vote *Randy*," because they know that this is their *fate*. <A clip of Paloma and Jacquie sitting on the dock together with their feet in the water is shown, as they laugh at something>

**Ace:** <to Crystal> *Alright*... <Ace is shown with a reassured look on his face>

**Crystal:** <to Ace> We *have* this game, Ace. <Ace says "I know"> *Dan* needs to *go*... <The camera continues to focus on an expressionless Crystal, as Ace says "Yeah">

**Crystal - CONFESSIOAL:** I am pretty much lying through my *teeth* right now. <laughs> <A close-up view of a confident Ace is shown again> You know, Ace thinks I'm writing Dan's name down tonight, hands-down, but <pause> then I *also* told the people from Kota that I was on board with them to blindside Ace, <A conflicted Crystal is then shown with an undecided look on her face> so <long

pause> right now I'm playing it safe by pretending that I'm with Ace *one* moment and that I'm with *Dan* the next, <A concerned Dan can now be seen grabbing his torch> but <long pause> I really don't know what I'm gonna do about the idol until *Tribal Council*. <A clip of both Ace and G.C. talking by the hut is now shown next>

**Ace:** <to G.C.> [Inaudible] *Dan*? <G.C. then looks up and hesitates before responding>

**G.C.:** <to Ace> *Yeah...* <There is a prominent drumbeat, as the camera cuts ahead to show the nine **Babongo** members walking out of camp. The screen then abruptly fades out>

### **Tribal Council #9 - Babongo Tribe**

<'Tally the Vote' begins to play, as the camera shows a fast-forwarded view of the darkening sky, and then fades into a faraway aerial view of the Gabonese village Tribal Council. A wide view of the nine **Babongo** members making their way towards the Tribal Council entrance is then shown, before the camera focuses in on Jeff. Charlie can be seen setting his torch down into its slot. The camera shows a rapid view of Ace, and then turns to both Randy and Paloma, as they sit down on their stumps. A prominent drumbeat is heard, as the camera shows another view of the entire **Babongo** tribe, before scrolling back over to Jeff again>

**Jeff Probst:** Well, I'll start by congratulating you on making it to the Final *Nine*.

<The camera now shows a wide view of all nine **Babongo** members> *Two* of you will make it to the Final Two; <short pause> the other seven will make up the jury.

<The camera then scrolls across each of the castaways, before focusing in on Ken>

**Jeff Probst:** So, you've spent a *little* bit of time together as one tribe. <Another view of Jeff is now shown again> G.C., <short pause> are you starting to see certain roles emerging for different people? <G.C. can be seen subtly nodding his head>

**G.C.:** *Definitely*. Um, my thing's kindof been the *fishing*, <A tense-looking Randy is shown listening intently> I mean, and even just keepin' people entertained; <short pause> keepin' people's *spirits* up, you know? <G.C. is then shown again> I've been *rapping* a lot, and <long pause> it definitely helps to have somebody in the group who can make people laugh because *without* that, it's even hard to *smile* after a while... <laughs> <A prominent sound is heard, as the camera shows Ace with a blank look on his face. Jeff is then shown again>

**Jeff Probst:** Tell me about the *Reward*, G.C. That *had* to have been an amazing experience...

**G.C.:** It was definitely real cool, you know, seein' all the types of crazy animals out here, <The camera now returns back to G.C.> but it's also kinda *scary*. You know, any time when you win a Reward Challenge away from camp, your paranoia takes over and you give people the opportunity to talk about you back at camp, <A glaring Randy is now shown> so even though it's a great experience, you know, it might not even be worth *it*... <Jeff is shown next>

**Jeff Probst:** Jacque, <short pause> with nine people left, why do you think G.C. chose *you* as one of the people to go on the Safari Reward? <Crystal is shown with a harsh look on her face, as she sharply turns towards a perplexed Jacque>

**Jacque:** I'm not *sure* because we weren't ever really that *close*, <Crystal now tenses her expression> so <long pause> I didn't really *ask*, but I'm definitely so

*thankful* that I got to go, and I told G.C. while we were there, like, if I *ever* win a Reward Challenge, I have to *take* him... <G.C. subtly nods his head, before the camera turns back to Jeff>

**Jeff Probst:** Dan, <long pause> a lot going on these last few days. <Dan now says "That's what I *hear*"> Hard to be away on Exile? <The camera focuses in on Dan>

**Dan:** Um, it's definitely hard in that there's no *food*, and no *idol*, <Ace can now be seen raising his eyebrows> so <short pause> there's not too much to *do* out there. <Randy is then shown staring ahead> *Nothing* good ever comes from being Exiled, <laughs> in *my* opinion... <The camera abruptly switches angles to show another view of Jeff>

**Jeff Probst:** <to Dan> Well, *wait*. You certainly had the *choice* of taking Comfort and spending two very relaxing days out there... <Dan is then shown again>

**Dan:** Comfort for two nights to possibly put myself out of the *Immunity* Challenge?! <Ace is shown with a calm look on his face> *No*, that's not worth it to me. <The camera shows a wide view of the entire **Babongo** tribe> I mean, I guess it depends if the advantage you'd gain from *taking* the Comfort is enough to outweigh the penalty, <A close-up view of a thoughtful Randy is shown> but <pause> my situation's pretty *desperate*, Jeff... <laughs> <The camera shows a view of a burning torch flickering wildly, and then scrolls back over to Jeff>

**Jeff Probst:** Crystal, <short pause> there's two parts to this game right now. <Crystal is now shown listening intently> There's the *physical* aspect, and then there's the mental aspect, the *strategic* aspect. <The camera abruptly turns to Charlie> Which one are you feeling more right now? <Another view of Crystal is then shown next>

**Crystal:** The actual *physical* conditions, you know, the elements, and sleeping in the hut at night, that's *okay*; <short pause> I can *deal* with that, <Ace nods his head> but <pause> it's the mental part of this game with regards to the strategy and the alliances, you know, that you're fighting every day. <G.C. is then shown with a conflicted look on his face> That's the part that never lets up, but <long pause> at the end of the day, this is a *game* and I know what the game is *about*. <Charlie is shown, before the camera turns back to an intrigued Jeff>

**Jeff Probst:** <to Crystal> What's this game *about*? <Crystal is shown again>

**Crystal:** The game is about, in *my* opinion, is about keeping yourself alive longer than the person sitting *next* to you. <A mysterious shift in the music occurs, as the camera scrolls over to Ace, who is sitting next to Crystal. The camera then goes back to Jeff>

**Jeff Probst:** Charlie, <long pause> have you noticed a shift in how people are operating? <A close-up view of a thoughtful Charlie is now shown next>

**Charlie:** Most *definitely*, and especially now with the jury starting this evening, <The camera switches angles to show Paloma> I've noticed people are being very careful about what they say and how they act because they want to have those votes in the end to *win*, <A wide view of the entire **Babongo** tribe is then shown next> and <long pause> you know, anytime you *upset* people in the game, it's gonna hurt you in the *long* run because the jury has the ultimate *say*... <The camera shows Jacquie staring into the distance, and then cuts back to Jeff>

**Jeff Probst:** Randy, <pause> who would you say is the *most* different, maybe since the *merge*?

**Randy:** Um, G.C. <A prominent sound is heard, as G.C. raises his eyebrows> Quite *frankly*, he's not the person I thought he was back at the beginning of the game. <Crystal makes an annoyed face> He's spending a lot of time with the *opposition*; <short pause> he took one of them on Reward, <Jacquie can be looking towards Randy> so you know, I have a lot of questions about G.C., and <long pause> I'm not the only one... <A rapid view of Ace is shown>

**Jeff Probst:** G.C., what's your take on that? <The camera then scrolls over to G.C.>

**G.C.:** They can take it however they *want*, <Ken is shown turning his head> but I mean, we already had a conversation about it, and I don't want people to start getting the wrong *idea* about what's goin' on. <Another close-up view of G.C. is shown next> You know, they can judge me based on my *actions*, and so far I think my actions have been pretty good. <The camera now turns to Crystal> I've been pretty *honest*... <An eerie shift in the music occurs, as the camera shows a thoughtful-looking Ace, and then scrolls back over to Jeff>

**Jeff Probst:** Randy, <short pause> how do you respond to what G.C. just said? <The camera abruptly cuts back to Randy again>

**Randy:** I understand what G.C.'s *saying*, <Randy shrugs> but <long pause> I'm not about to make friends out of *enemies*. <Paloma is then shown with a careless look on her face> He's doing that *selfishly*, and you know, that'll get you voted off, and *fast*... <Several prominent drumbeats are heard, before the camera shows G.C. shifting his expression, and then fades into a close-up view of a flickering flame. The camera then focuses back in on Jeff again>

**Jeff Probst:** Let's talk about the hidden Immunity Idol, <A wide view of all nine **Babongo** members is shown> which has yet to play at Tribal Council in any capacity. <The camera now turns back to Jeff> Ace, <long pause> worried at all that an idol could come into play *tonight*?

**Ace:** Not *particularly*... <A stern-looking Crystal is now shown looking towards Ace>

**Jeff Probst:** <to Ace> *Why*? <Another view of an overconfident Ace is shown next>

**Ace:** Because I'm about 99.9% certain Dan doesn't *have* it, <Dan is shown raising his eyebrows> and it's been abundantly clear since before *merge* that *Dan's* going home at the first opportunity... <A quick view of Paloma is shown, before the camera returns to Jeff>

**Jeff Probst:** So Dan, <short pause> if there was somebody who you thought *might* have it, could it be a *good* thing at this point to force them to play the idol? <A prominent sound is heard, as the camera shows an interested Ace turning towards a fidgety Dan>

**Dan:** Um, <short pause> for me *personally*, I'm not sure I would *want* to get the idol out because, like Ace said, I'm getting the votes from **Fang**; <The camera now shows a view of Ken> that's the *pattern*, <laughs> so <short pause> you know, if there's someone who I think might have the idol, um, I'm gonna go out of my way to *not* vote for that person <Charlie can be seen subtly nodding his head> because if the idol is played, that would be *me* going home, and <pause> I don't want to *go*... <smiles> <A prominent sound is heard, as the camera shows Ace with a contemplative look on his face>

**Jeff Probst:** *Okay*; <short pause> with that, it is time to vote. <Jeff is shown again> *Charlie*, you have Immunity. <The camera switches angles to show an immune



Charlie> If you wanted to give it to somebody, you could. <Charlie can now be seen shaking his head dramatically> No *chance*... <A prominent sound is heard, as the camera goes back to Jeff>

**Jeff Probst:** *Charlie* is the only person you cannot vote for. <A close-up view of Paloma is shown> Everybody else is fair game. <Jeff can now be seen pointing towards Randy> *Randy*, you're up. <Another wide view of the entire **Babongo** tribe is shown, as Randy stands up and walks past the central fire. The camera then scrolls over to a watchful Ace>

<A close-up view of a flickering flame is shown, before the camera focuses back in on the other eight **Babongo** members again, and then abruptly cuts ahead to show a clip of Randy holding his vote up to the camera: **Dan!**>

**Randy:** Second time. <The camera fades out to show a nervous Dan> Hope it's *you* tonight and not me. <The camera shows an unfazed Crystal staring into the distance, and then fades out to show Charlie arriving at the voting confessional and picking up the pen. A close-up view of a confident Ace is then shown, before the camera scrolls over to his burning torch. Jacquie can be seen placing her folded piece of parchment into the voting urn, before the camera shows an African mask, and then cuts ahead to show Dan holding up his vote: **Ace**>

**Dan:** <whispering> Just like the proverb says, "pride cometh before a fall." <An eerie sound is heard, as the camera turns to Ace> It's time for your *fall*, my friend... <A smiling Dan quickly glances at his vote and raises his eyebrows several times, before folding it in half. A close-up view of an unsuspecting Ace is shown, before the camera fades out to show Crystal folding her vote in half and placing it into the urn. G.C. can then be seen making his way over to the voting confessional. He uncaps the pen and begins to write a name down on his piece of parchment, before the camera shows a wide view of several **Babongo** members, and then abruptly cuts ahead to show Paloma holding up her vote: **Ace** 😊>

**Paloma:** I think my vote pretty much says it *all*... <smiles> <Ken can then be seen making his way past the central fire, before the camera shows a close-up view of an expressionless Crystal, and then cuts ahead to show Ace holding his vote up to the camera: **Dan**>

**Ace:** Dan, <Ace takes a long pause, as the camera fades out to show Dan looking around> I've been waiting for this night for a long time, and I think it's finally *here*. <laughs> Nothing *personal*... <A prominent drumbeat is heard, as Ace places his folded vote into the urn. The camera then shows a rapid clip of a snake, before fading out to show both Charlie and Paloma. Ace can now be seen returning back to the main Tribal Council area, as he sits back down on his stump, and the camera scrolls over to Jeff again>

**Jeff Probst:** I'll go tally the votes. <An eerie shift in the music occurs, as Jeff can be seen walking out of sight and the camera fades into another close-up view of Crystal. A confident-looking Ace is then shown glaring ahead, before the camera shows the central fire burning wildly, and then turns to show an eager Paloma, who has a subtle smile on her face. Jeff is now shown returning onto the screen with the voting urn in his hands>

**Jeff Probst:** If anybody has the hidden Immunity Idol and you want to play it tonight, <A wide view of several **Babongo** members is shown> now would be the



*time* to do so... <Dan can be seen turning his head nervously, before the camera shows Ace staring into the distance calmly. Crystal is then shown looking around, as the camera turns back to Charlie and Paloma, and then shows rapid clips of both Randy and Ken, who stare ahead. Jeff is then shown next>

**Jeff Probst:** *Okay;* <short pause> once the votes are read, the decision is final. <The camera focuses back in on Ace> The person voted out'll be asked to leave the Tribal Council area immediately. <Crystal is now shown with a tense look on her face> I'll read the votes. <Jeff is shown again, as he removes the lid from the urn and sets it down on the stand in front of him>

**Jeff Probst:** <Jeff is now shown pulling the first vote out of the urn> First vote: <He quickly looks down at it, and then reveals it to the castaways> **Dan.** <Dan is shown with a slight smile on his face, as he nods his head knowingly. A confident Ace is then shown staring into the distance, before the camera cuts back to Jeff, who already has the next vote in his hands>

**Jeff Probst:** <Jeff quickly reveals the second vote> **Dan K.** <The camera now switches angles to show another view of an expressionless Dan> Two votes Dan. <A close-up view of a stern-looking Randy is shown, before the camera turns to both Crystal and Charlie>

**Jeff Probst:** <The camera shows Jeff reaching back into the urn and pulling out the third vote. He unfolds it and then reveals it to the castaways> **Ace.** <A prominent drumbeat is heard, as the camera shows a surprised Ace raising his eyebrows. The camera then switches angles to show Ken shifting his expression> Two votes *Dan*; <The camera shows Dan again> one vote Ace. <The camera then returns back to Jeff>

**Jeff Probst:** <Jeff can be seen pulling the fourth vote out of the urn. A rapid clip of an eager Paloma is then shown, as he unfolds it. Jeff now reveals the vote> **Dan!** <Dan can be seen smiling and subtly nodding his head, before the camera shows G.C. gazing ahead> Three votes Dan; <short pause> one vote Ace. <The camera focuses in on a calm-looking Ace for a few seconds, and then scrolls back over to Jeff>

**Jeff Probst:** <Jeff is shown reaching back into the urn and pulling out the fifth vote. He unfolds it, and then reveals it to the castaways> **~Ace~.** <Another close-up view of Ace is shown, as he tenses his expression> Two votes Ace; <An eerie sound is heard, as the camera shows Randy with a contemplative look on his face> three votes Dan. <The camera switches angles to show a wide-eyed Crystal again. Jeff is then shown next>

**Jeff Probst:** <A quick view of Ken is shown, before Jeff reveals the sixth vote to the castaways> **Ace.** <Ace is now shown with a tense look on his face, before the camera zooms out to show all nine **Babongo** members> We're tied: <short pause> *three votes Ace*; <Paloma can be seen smiling> three votes Dan. <Charlie can be seen looking towards Dan. An anxious Jacquie is then shown, before the camera goes back to Jeff>

**Jeff Probst:** <The camera shows Jeff reaching back into the voting urn and pulling out the next vote. He turns it over and then quickly reveals it> **Ace.** <A prominent

drumbeat is heard, as the camera shows a shocked Ace shaking his head dramatically> That's *four* votes Ace; <Randy and Ken are both shown exchanging troubled glances> three votes Dan. <Dan is shown with a delighted look on his face, before the camera zooms out to show a wide view of all nine Babongo members and then focuses back in on Jeff>

Jeff Probst: <The music softens, as Jeff reaches back into the urn and pulls out the eighth and final vote. He unfolds it, and then quickly looks down it> *Ninth person* voted out of **Survivor: Gabon**, <Ace is shown looking up nervously> and the first member of our jury: <An outraged Randy is shown staring into the distance, before the camera cuts back to Jeff, and he reveals the deciding vote> **Ace** 😊. <Another prominent sound is heard, as the camera shows Ace shifting his expression, and then shows a content Paloma grinning widely. Crystal is then shown with a satisfied look on her face>

Jeff Probst: <to Ace> That's *five*; <short pause> that's enough. <A blindsided Ace is shown again, as he immediately stands up> You need to bring me your torch. <Ace can be seen grabbing his torch, before the camera scrolls forward to show Randy shaking his head, and then turns to a stunned Ken. An angered Ace is then shown again>

Ace: <sarcastically> I *appreciate* that... <A close-up view of Dan is then shown, before the camera cuts ahead to show Ace placing his torch into the slot in front of Jeff>

Jeff Probst: Ace, <long pause> the tribe has spoken. <There is a prominent drumbeat, as the camera shows Jeff snuffing out Ace's torch>

Jeff Probst: <to Ace> Time for you to go... <Ace turns to look back at his former tribemates, before the camera switches angles to show Paloma smiling and waving dramatically>

Paloma: <to Ace> See ya! <A quick clip of G.C. is shown, before the camera turns to Crystal>

Crystal: <to Ace> Thanks for *playing*... <Randy then sharply raises his eyebrows. Ace begins to walk out of the main Tribal Council area, before the camera shows Charlie grinning, and then cuts back to Ace again, as he fades into the engulfing darkness. Dan is shown with a relieved look on his face, before the camera returns to Jeff>

Jeff Probst: Well, that was a *very* big blindside. <An eerie sound is heard, as the camera shows Paloma winking> The only problem is, you are now voting people out of the game who will be on the *jury*, <A close-up view of a furious Randy is shown> and will ultimately decide who *they* feel is most deserving of the title of Sole Survivor <The camera now focuses in on Jacquie> and the million dollar prize that goes with it. <Charlie is then shown, as he subtly nods his head> Keep that in mind over the last fifteen days. <A wide view of the eight remaining Babongo members is shown, before the camera returns to Jeff>

Jeff Probst: Grab your torches; <short pause> head back to camp. Good night. <A dramatic music begins to play, as the camera shows several castaways standing up and grabbing their torches. A side view of the eight Babongo members walking out of the main Tribal Council area is shown, before the camera zooms in on Randy>

**Randy - CONFSSIONAL**: With this blindsides of Ace *tonight*, me and Kenny are, uh, up a creek without a *paddle*, <A quick view of Ken is shown> but <long pause> if I'm gonna be one of the next two to go, I *will* get revenge on the people who wrote Ace's name down. <Both Dan and Charlie are now shown> And that's not a threat; <short pause> it's a *promise*... <The camera then scrolls over to a gleeful Paloma, who continues to walk with her torch>

**Paloma - CONFSSIONAL**: Ace was an arrogant *know-it-all*, who thought he was, like, the best thing on Survivor since sliced *bread*, <Another close-up view of a furious Randy is shown next> and now he got a *blindsides*, so yeah, <long pause> no more Miss *Nice Girl*. <smiles> <A prominent drumbeat is heard, as the camera shows an overhead view of the Gabonese village Tribal Council. The screen then fades to black>

## Episode 10 - The Beginning of the End

**Jeff Probst:** Next time on Survivor: <An infrared view of the starry night sky is shown, before the camera fades out to show a side view of the eight Babongo members returning back to camp>

**Ken - CONFESSIOAL:** They basically *pwned* us tonight... <An angry Randy is now shown next>

**Randy:** <talking aloud> Lying piece of [censored]. <The infrared camera turns to G.C.> G.C.: That's *mature*, Randy. <Indistinct shouting can be heard, as the camera continues to show a clip of the eight castaways from after Tribal Council>

**Jeff Probst:** <narration> Randy goes on the *warpath*... <A clip of both Crystal and Randy is shown>

**Randy:** <to Crystal> I mean, did you not want to *go* to the Final Five? <Crystal turns towards Randy>

**Crystal:** <talking loudly> Did I *write* Randy's name down?! <Randy is then shown next>

**Randy:** <to Crystal> You wrote *Ace's* name down and not Dan... <Another view of Crystal is shown>

**Crystal:** <to Randy> You don't have to worry about whose name I write down, as long as it ain't *yours*.

**Jeff Probst:** <narration> And the Fang alliance falls apart... <The camera shows an infuriated Randy>

**Randy - CONFESSIOAL:** As far as I'm concerned, they can all rot in *hell*... <A wide infrared view of several Babongo members is shown, before the camera cuts back to a frustrated Crystal>

**Crystal:** <to Randy> We have nothing to *say* to each other... <Ken is then shown again>





**Ken - CONFESSIOAL:** We're *so* screwed... <There is a prominent drumbeat, as the infrared camera shows an amused Dan smiling. The screen then fades out>








### Ace's Final Words:

<'Island Council' plays, as the camera shows a close-up view of a blindsided Ace, who is sitting at a torch-lit confessional with several dark tribal huts visible in the background>

**Ace:** So that's how it all ends. I mean, of course I'm disappointed in Crystal and G.C., but I'm disappointed in *myself* more than anything. I overestimated their *intelligence*, and um, my *ability* to make rational judgments of people. As a matter of fact, I didn't even bring the idols with me to Tribal, so <long pause> that pretty much *blows*. <The camera cuts ahead to show a later portion of Ace's Final Words> Kenny, Randy, I wish you the best. At least you stayed *loyal*. Everybody else who's left I have no inclination to ever talk to *again*, and <pause> I wouldn't want to sit next to me in the finals either. So that's *that*... <The screen abruptly fades out>

### Episode 9 Voting History:

6* Votes Against	Survivors Voting Against Ace		
			

					
<b>3 Votes Against</b>	<b>Survivors Voting Against Dan</b>				
					

**NOTE:** Ace was blindsided while in the possession of two hidden Immunity Idols. He did not bring either idol to Tribal Council; therefore, he did not play either idol when called for by Jeff.